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METAPHOR RE FANTASY

INTRODUCTION

There is only one race in this world.

Everyone recognized one another, and there was no discrimination based on birth.

Everyone can become whatever they want to be.

This is a paradise of equality and freedom, with no discrimination or distinctions.

Because an ideal world cannot be created by a single ruler alone, but must be shaped by all the people of the nation.

Imposing unfair treatment based on appearance or birth is a vice.
That agreement exists between the people and the nation.

The culture of that world is completely free.

MS ONE

Everyone is equal, lives safely, and there is no difference between rich and poor in life.
Therefore, there is no conflict either. Everyone is a comrade who should help one another.

The events in the world I live in,
to you, are mere make-believe
in other words, “fantasy.”

METAPHOR RE FANTASY

Metaphor: ReFantasia

OFFICIAL PERFECT GUIDE

Metaphor: ReFantazio Official Perfect Guide

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*The screenshots and controls in this book are from the PlayStation®4 version. Also, the strategy information is based on playthroughs on HARD difficulty.

*The information in this book is current as of November 20, 2024. Information may differ due to version updates, patches, and other changes made afterward.

I want to try it,
How far I can go

Candidate

H

Protagonist
DEVICE

CV: Hanae Natsuki

A boy of the Eldar tribe who came to the Capital Gran-Trad with the fairy Gallica, carrying the sword entrusted to him along with a special mission from the organization. After becoming a rookie soldier in the army, he heads to a place to meet an organization member who infiltrated ahead of him, only to run into a Ningen that has been causing a stir in town. Once he awakens to the power of the Archetype hidden within him in order to save his companions, he comes to face the various feelings of the people he meets on his journey, and must confront the laws of the world and his own destiny.

PROFILE

Race: E[redacted]ar tribe

Hometo[redacted]wn: ????

Supporter

French

CV: Sumire Morohoshi

I won't let you get lost,
This is my role

PROFILE

- Race: Fairy Tribe
- Hometown: Hidden Village
- Favorite food: Mixed Fruit Juice

A member of the organization that guides the protagonist. During the journey, she offers appropriate advice and plays the role of assisting the protagonist. She met the protagonist in a hidden village, and they were both entrusted with a special mission by the organization. Unlike the upbeat, so-called fairies, she has a different air about her and is someone who thinks things through with a strong will. Deeply pained that the protagonist was unexpectedly caught up in the vortex of a major conspiracy, she vows to continue helping him from here on out.

With you,

sharing the same aspirations…!

Supporter

Strohl

STROHL

Leon Strohl da Hariatias

CV: Kensho Ono

The son of the lord of Haria Village, he is the current Count of Haria. Seven years ago, Ningen burned down his hometown village, and he fled to the Capital Gran-Trad. He values the pride of a noble and disciplines himself to be a man like his late parents, who protected the weak. He met the protagonist at the recruiting office, and after that they came to share their actions, drawing him into unexpected hardships. He is a rational type and sometimes helps with solving incidents.

PROFILE

- Race Cleurmal Tribe
- Hometown Haria Village
- Favorite Honey-roasted Bido Bird with Red Herb Sauce

Even if this life,
should come to an end…!

Supporter

“Hulkenberg

HULKENBERG

• Aiselin Balcelli Maiar Hülkenberg

CV: Saori Hayami

Born into a famous noble family in the Principality of Montario, she has a past as a royal guard knight attached to the prince. She was present at the assault incident in which the prince was cursed, and later left the Capital Gran-Trad for a while as part of the search party looking for the missing prince. She combines kindness that worries about the prince’s safety with a hot-tempered nature. She loves eating and has a strong tongue and stomach that can deliciously finish even dishes that are beyond description.

PROFILE

Race: L[redacted]santh Tribe

Origin[redacted]Hülkenmont Region

Favorite: Th[redacted] supreme spoonful

There are also mysterious ties

There is such a thing...

Supporter

HEISMAY

Heismay

Hayzame Noctule

CV: Akio Otsuka

In his youth, he disliked the Yuzeph tribe's indecisive nature, and so left the village and joined the knights. Although his appearance makes his age impossible to tell, he was considerably older than the protagonist and a father with one only son. After being unable to save his son, he had been living a life little different from a hermit in the nest of the Great Sand Worm, when he was branded a bounty target over an unfounded accusation. The Yuzeph tribe is nocturnal, has excellent hearing, and performed covert operations in the knights.

PROFILE

Race Yuj f tribe

Origin V lage of Yujif

Favorite Muteki Men

Supporter

Juna

JUNAH

Juani Cygnus

CV: Aino Nanjo

If you're here,
you're reassuring

The kingdom's top young songstress, with fans all over the country. Rumored to be one of Rui's close aides

He also appears in sacred ceremonies of the Seikyo faith, which oppose Louis when requested. He is fearless, has a firm conviction in the way he lives, and his heartfelt singing voice resonates with the hearts of the audience. In addition, he has extensive knowledge of magic and possesses a quantity of information that ordinary people could never know. As a child, he was caught up in the ravages of war, and his hometown and blood relatives became unknown.

PROFILE

- Race Nicia tribe
- Origin Unknown, as it was burned down in the war
- Favorite Secret hidden thing

My heart is pounding...

Supporter

Euph
Daffa

Yufajia Edoreika

CV: Misato Fukuen

PROFILE

- Race: Muttari Tribe
- Birthplace: Virga Island
- Favorite food: Omnipotent Golden Hot Pot

Possess a third eye that can see the magla in the atmosphere

She is the shrine maiden of the Mutsutari tribe. After losing her parents in childhood, she was raised to become a sacrifice to the Dragon God, whom her clan holds sacred. The people of her village also expected her to become that. After she begins interacting with the protagonist, she starts to look beyond the island and reveals her curious side. While proud of being a member of the Mutsutari tribe, she is also tolerant enough to accept those with different values.

Hehe,
Today is a good day

Supporter

BASILIO

バジリオ

Basilio Lupus Magnus

CV: Yasunori Hosoya

One of Louis's close aides and Fidelio's younger brother. He has a tough appearance, but is friendly, helpful, and deeply compassionate. Despite his looks, he is skilled at cooking, and delicate desserts are his specialty. He has a past as a test subject in magical machinery experiments, and he wishes for a world where the Palipas tribe is not subjected to unreasonable oppression. After escaping from the experiment site, he became Louis's personal soldier. He places absolute trust in his older brother.

PROFILE

Race: Palipas tribe

Hometown: Slums

Favorite food: Fluffy honey sweets

Graias
GTHREE
Arvid Svendel Gryias

CV: Tetsu Inada

One of the members of the organization formed to save the cursed prince. A veteran warrior of the Rogue tribe, he had infiltrated the capital to carry out covert operations and was posing as a soldier of the royal army. He was the prince's former swordsmanship instructor, and after the attack on the prince, he vanished together with the prince, who had fallen to the curse. He has a daughter named Maria.

PROFILE

Species Rogue tribe

Home[redacted]own

Supporter

Newraz
OREUR
Neuwailus Corvas Corax

CV: Kazuhiko Inoue

A former elite armored tank engineer from a noble family. After a failed flying experiment on an armored tank in the past that left him severely injured, his collaborators abandoned him, effectively resulting in a demotion. He was entrusted by the former king with building a special armored tank for the prince, and continued modifying it even after the prince disappeared.

PROFILE

Species Ishkia tribe

Place o[redacted] origin Capital Gran-Trad

Favorite[redacted]ood Rainbow Mold Cheese

Supporter

モア MORE

CV: Takehito Koyasu

The author of the fantasy novel that the protagonist possesses, and the master of Akademeia. He has deep knowledge of magic and Archetypes, but has lost his memories of the past. He can connect his consciousness with the protagonist and serves the role of giving advice about Archetypes. He has a pet cat named Plato.

PROFILE

Race Cleurmal Tribe

Birthplace Unknown background

Favorite food: Interested in nothing except research

Candidate Supporter

Catherina

CATHERINA

Catherina Gran

CV: Fairouz Ai

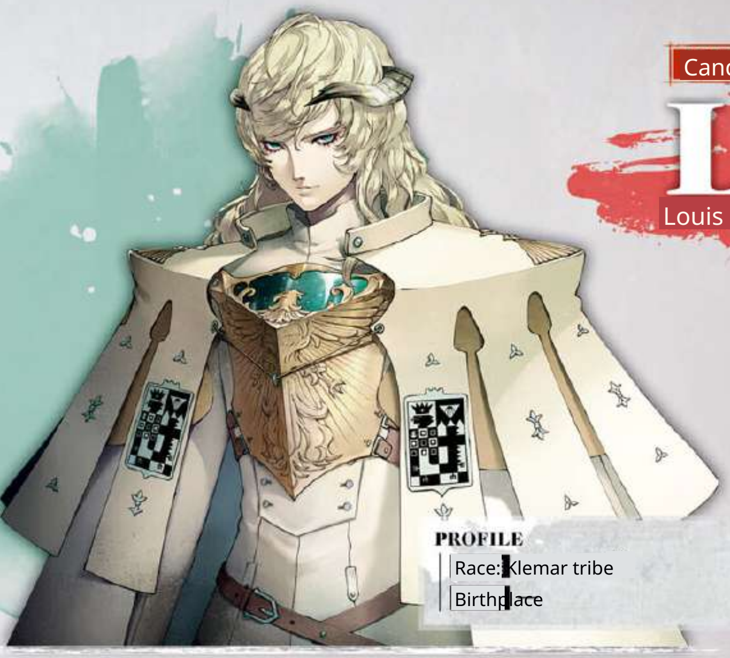
The kingdom's top bounty hunter and a candidate in the Royal Tournament. She meets the protagonist and the others in the underground ossuary of Regalis Cathedral, which she infiltrated to help a friend. She hopes to improve the living standards of the Paripus people, and, true to her bounty hunter nature, makes it her pledge to place rich people on the wanted list.

PROFILE

Race: Paripas tribe

Birthplace: Unknown village

Favorite food: Ando-nuts



Candidate

ルイ LOUIS

Louis Guyavern

CV: Yuichi Nakamura

A prodigy in warfare and magical combat, an officer who was expected to rise to the rank of general at the youngest age. He was sent to the provinces after being accused of attacking the prince, but after achieving military success against the Ningen, he split public support with Forden. Skilled at winning people over, he has many ardent supporters within the military.

PROFILE

Race: Klemar tribe

Birthplace

フィデリオ FIDELIO

Fidelio Aureus Magnus

CV: Megumi Ogata

Rui's close aide and Basilio's older brother. As one of the Magnus brothers, he is respected by all subordinates. Unusually cautious for a Paripus, and broad-minded. Due to the effects of an experiment with a magic tool he underwent in the past, his physical growth has stopped. He finds his daily worries eased by Junah's songs.

PROFILE

Race: Palipas tribe

Monga Slums

Candidate

THE FORD

Estevan Svarfran Forden

CV: Mitsuru Miyamoto

The 78th Grand Hierophant of the Sacred Order, and the chief representative of the Sacred Order in the Senate. As a moderate leader, he has earned strong support from the people. On the other hand, in order to firmly establish the Sacred Order's influence, he does not hesitate to suppress those who threaten the teachings of the Sacred Order.

PROFILE

Race R[redacted]gue Tribe

Origin[redacted] —

RELLA レラ

Rela Melancolif Cygnus

CV: Mamiko Noto

A magic healer affiliated with the Seikyofu, and Junah's foster sister. She has set up clinics for the people and is known as a saint for providing unbiased treatment without being bound by race or status. Gifted in magical healing since childhood, she has even treated the prince at the king's invitation.

PROFILE

Species Ishkia tribe

出 身 —

Supporter

MARIA マリア

Maria Arces

CV: Yui Ishikawa

The daughter of Grias, she has the characteristics of both races due to her mixed heritage. She has taken refuge with Fabianne, the mistress of the Whispering Honeybee Tavern, and while helping out at the shop, she waits for her father's return. She is honest and kind-hearted, but because of discrimination and her father's absence, she tends to have low self-esteem.

PROFILE

Race I[redacted]hkia Tribe and Rogue Tribe

Place of [redacted]rigin: Unknown

Favorite[redacted]food: Healing bread

Fabienne

FABIENNE

Fabienne Lagopus Ulpe

Voice: Nanako Mori

The cheerful proprietress who runs the Bee's Whisper Inn. She is in a common-law relationship with Grias, and treats his stepdaughter Maria as if she were her own. Her specialty, roasted Bidou bird with red herbs, is a local dish. The shop is located on the Shadowed Street, which is said to attract unsavory characters.

PROFILE

- Race: Palipas Tribe
- Origin —

ユトロダイウス5世

HYTHLODAEUS V

CV: Banjō Ginga

The former king of the United Kingdom of Euchronia. He is assassinated by Louis as a foolish king who allowed national politics to be seized by the Seikyo faith. Even before his death, he had prepared the king's magic, and on the day of the state funeral, a spell is activated in which the succession to the throne is contested by the entire population. All citizens became participants in choosing the king.

PROFILE

- Race: Cremar Tribe
- Origin: Capital Gran-Trad

Candidate

ギド

GIDEAUX

Orvis Lidnad-Gido

CV: Yoshihisa Kawahara

The commander of a monk soldier corps organized to protect the Seikyo faith. He becomes a candidate in the royal tournament, but remains devoted solely to the role of clearing the way for Forden. Highly skilled as a warrior, he uses a unique fighting style that combines staff and spear techniques handed down in the monk soldier corps with magic.

PROFILE

- Race: Lusant Tribe
- Origin —

OVERBEARING

Sergeant Zorba

CV: Tomokazu Sugita

A proficient user of magic who can move objects with his power, and a taboo corpse manipulator who can even move the dead. On the day of the state funeral, he single-handedly took care of a large number of security soldiers. In the military, he was treated unfairly because of his mixed non-human blood, so he became a fanatic of Louis, who championed meritocracy, and rose to become one of his close aides.

PROFILE

Race: from the Clemar and Muttari tribes —

Candidate

Rodel GLODELL

Ilias Glodell

CV: Taishi Murata

A young man with strong ambitions who holds a minor position in Louis's faction. He is accompanied by Hekto, a dog transformed by a magical device, which is why he is called "Glodell of the Black Dog." Acting on his own, he becomes a candidate in the Royal Tournament, aiming to make a name for himself and catch Louis's attention.

PROFILE

Race: Lusant Tribe

Origi —

Supporter

Alonzo ALONZO

Alonzo Crotalus

CV: Atsushi Tamaru

A young man who calls himself a con artist. With his exceptional ability to gather information and his unmatched eloquence, he brings down ruthless rich people and those in power. In the case of the theft of Grias's dagger, he cleverly retrieved the dagger from the culprit through smooth talking. He has an elusive personality, but also shows a caring side toward his mother.

が、

PROFILE

Race: Nidia Tribe

Hometown: Oceana Region

Favorite: Divine Sake Dew

Supporter

BRIGITTA ベルギッタ

Brigitta Raiken

CV:Yoko Hikasa

The head of the Raiken Magic Shop, which has a store in the Royal Capital, Gran-Trad. She holds the authority to sell magical devices. Rumors of shady dealings, including ties to the underworld, never cease, and she is being targeted by anti-magical-device factions, but she seems to have her own thoughts about the magical devices currently in circulation.

PROFILE

Race: Rogu tribe

Birthplace: Capital Gran-Trad

Favorite[redacted] Premium natural fruit juice

Supporter

BARDON バードン

Elphas Maxim Bardon

CV: Kenji Hamada

Commander of Martira's guard. A serious, dutiful person who is loyal to his duties and well liked by his subordinates and the townspeople. To solve the series of kidnapping incidents occurring in Martira, he placed a bounty on Hyzame, whom he believed to be the culprit, and was looking in the Capital for someone to take the job.

PROFILE

Race: Lusanto tribe

Birthplace: Martira

Favorite: Whole-roasted giant sandworm larva

BATLIN バトリン

Albus Proknias Batlin

CV: Satoshi Mikami

One of the heralds of the Ecclesiastical Bureau. Unlike the authoritarian other heralds, he gives speeches from the same perspective as the common people, so those around him find him bothersome and call him a delinquent herald. During the Royal Tournament, he is constantly on the move in order to keep tabs on the candidates he has taken an interest in.

PROFILE

Race:[redacted]Klemar tribe

Birth[redacted]lace

KLINGER
Klinger

Kelsis Klinger

CV: Koichi Soma

The captain of the soldiers who met with the protagonist at the Royal Army recruiting office. He later becomes the protagonist's superior officer. He commits the folly of sending in a large number of new recruits at the fortress on the northern border, but in reality it was a deliberate attempt to bring about their destruction. A self-serving man, but perhaps because he is shrewd in his own interests, he has a good eye for people.

PROFILE

Race: Klemar tribe

Birthplace

ジョアンナ JOANNA

Joanna Tora Calendra

CV: Rie Tanaka

The lord of Martira and a priest of the Seikyo. She is deeply troubled by the series of disappearances among the local people in Martira, and at her own expense she arranges a bounty on the suspect believed to be responsible. She is loved by the townspeople and her subordinates, the Bardons, and leads the people as a good ruler.

PROFILE

Race: Rogue Tribe

出身 Martira

モリス MORRIS

Mateusia Morris

CV: Shinya Takahashi

A security officer in Martira and Bardon's deputy. At first, he was suspicious of the protagonists, who came to Martira in order to capture the bounty target Hyzame, but after seeing them steadily continue their investigations, he tells them how to get to the hidden nest of the Great Sandworm.

PROFILE

Race Cleurmal Tribe

Birthplace: Martira

Candidate

Edin

EDEN

CV: Tasuku Hatanaka

The chief of the Mutsutari tribe and Eupha's older brother. He came from Birga Island for the Royal Tournament. The Mutsutari tribe's distinctive mask is tower-shaped. He had the skill to clear the Hero Qualification Contest, but he becomes angered by the content of the second competition and decides to withdraw.

PROFILE

Race: Muttari Tribe

Birthplace: Virga Island

オセアナ公国領主

PRINCE OF OCEANA

CV: Koji Takeda

One of the Elders. The current lord of the Principality of Oceana, which was annexed into the Kingdom of Euchronia as a result of the Annexation War, he is an elderly Rusant. He hastens to the Capital Gran-Trad upon the king's sudden death. Although the king's magic throws the Elders' plans into disarray, he seizes the initiative by holding the Royal Tournament.

PROFILE

Race: Rusant Tribe

Origin: Oceana Principality

Lord of the Principality of Montario

PRINCE OF MONTARIO

CV: Koji Fujiyoshi

The current lord of the Principality of Montario, which was annexed into the Kingdom of Euchronia as a result of the Annexation War. Since the annexation, Montario has become the center of the Seikyō religion, and the lord's family, the former royal family of Montario, has for generations been devoted to Seikyō. As one of the Elders, he decided to hold the Royal Tournament.

PROFILE

Race: Rogue Tribe

Origin: Principality of Montario

Commander of the National Army

STATE ARMY GENERAL

CV: Kenichiro Matsuda

One of the elders who serves as the representative of the entire military in place of the vacant king. Normally, the highest-ranking commander who oversees the multiple generals is the king, but following the king's passing, the general temporarily appointed by Forden holds the temporary rank of general, a provisional military title.

PROFILE

Race: U[redacted]nknown due to armor

Origin[redacted] —

魔道器商会総代

IGNITER CONSORTIUM HEAD

CV: Ringo Yoshioka

One of the elders, and the head representative of the Magic Device Merchants' Guild, which monopolizes the production of magic devices. He is said to be of the Ishkia race, but his exact race is unknown, and he has a magic device implanted in his right eye as a prosthetic eye. The Magic Device Merchants' Guild deals in magic devices, but it is not a merchant organization; it is an external organization of the Seikyofu.

PROFILE

Race: ?[redacted]?? ?

Origin[redacted] —

Gurudea

GRUIDAE

Ancient Fairy Gurudea

CV: Reiko Suzuki

An old woman who lends her power to the organization to break the prince's curse. At the place where Glaias and the others had taken refuge for the prince's safety, she was caring for the cursed prince. However, no means of lifting the curse could be found at all, and she had long been pained by how severely the prince had weakened.

PROFILE

Race ??[redacted]

Place of [redacted]origin

Russell

RUSSELL

Russell Albatross

CV: Mitsuru Ogata

An elderly member of the Yujifu tribe who sheltered the cursed prince. One of the retainers who fled the royal palace with Gryas. Judging from the prince's condition, which was steadily deteriorating, he had the protagonist and Gallica deliver Gryas a special order to kill the caster and break the curse.

PROFILE

Race: [redacted]ujifu tribe

Birthp[redacted]ace

Candidate

Milo

MILO

Milo Adriano Narcissus Maurizio

CV: Junichi Yanagita

She publicly announces her candidacy, proclaiming the United Kingdom of Euchronia as a country with the most beautiful king in the world, and proposing the adoption of a class system based on beauty. Though many of her performances are calculating, her fanatically devoted supporters, who are captivated by her appearance, are hard to win over because they do not change their beliefs based on what others say.

PROFILE

Race:[redacted]shkia tribe

Birthp[redacted]ace

Candidate

Loveless

LOVELESS

Loveless Musca Oce

CV: Kohei Amasaki

One of the candidates in the Royal Tournament, he has drawn public attention by advocating turning half of the Capital Gran-Trad into a pleasure district and making all alcohol in the country free. The Loveless faction's gatherings at taverns are very lively, but they tend to be short-lived, one-night surges of momentum.

PROFILE

Race: Palipas tribe

Birthpl[redacted]ce: Oceana region

Candidate

DAMN

Rina Stura Kaiden

CV: Tomomi Isomura

A candidate for the Royal Tournament. She oversees the factory as the manager of Kaiden Workshop, which is run by her father. Having stepped up to promote the workshop, which is struggling financially, she has no political ideology and, in the towns, focuses more on promoting her own workshop than on preaching about the state of the country.

PROFILE
- Race: Yujifu tribe
- Birthplace

Candidate

ルドルフ RUDOLF

Rudolf Humlus Krause

CV: Mafia Kajita

PROFILE
- Race: Lusant Tribe
- Birthplace: Montario Region

One of the candidates in the Royal Tournament. He runs in order to restore the Krause family, a great noble house of the Montario Duchy that fell into the ranks of local nobility due to the Annexation War. Aiming to establish a militaristic state led by the Rusant Tribe, he believes that other tribes that do not conform may become independent if they wish.

Candidate

ゴダード GODDARD

Godard Catray Gunnel

CV: Fujinuma Kento

One of the candidates in the Royal Tournament. He advocates the need for a pension system to support the elderly. As the last generation of the reconstruction period after the Annexation War, he takes pride in having helped rebuild the Montario Duchy. For that reason, he is dissatisfied that today's young people do not show respect for them, the ones who made such contributions.

PROFILE
- Race: Rogue Tribe
- Origin: Montario Region

Candidate

JULIAN

Julian

Julian Rutakasutiriyon

CV: Takahashi Hidenori

One of the candidates for the royal tournament. He became the youngest researcher at the old magic academy. He advocates a world 100 years in the future and espouses lofty ideals, but the public points out that they are unrealistic. He became famous overnight for his book "Magical 'Future'" and is currently a prominent commentator on animal welfare.

PROFILE

- Race: [redacted]shkia tribe
- Birthp[redacted]ace

Candidate

ROGER

ロジャー

Roger Arctim Ward

CV: Haruki Ishitani

The eldest son of the Ward family, a wealthy grain merchant, and a candidate in the Royal Tournament. A free-market advocate who openly calls for the abolition of taxes and laws, he goes around preaching that what this world lacks is freedom. He is a cheerful, vigorous good fellow, but his support base is limited to merchants and fellow Klemar tribe members.

PROFILE

- Race: [redacted]aar Tribe
- Origin[redacted] —

Candidate

JIN

Jin

Jin Serkine Dals

CV: Kentaro Tone

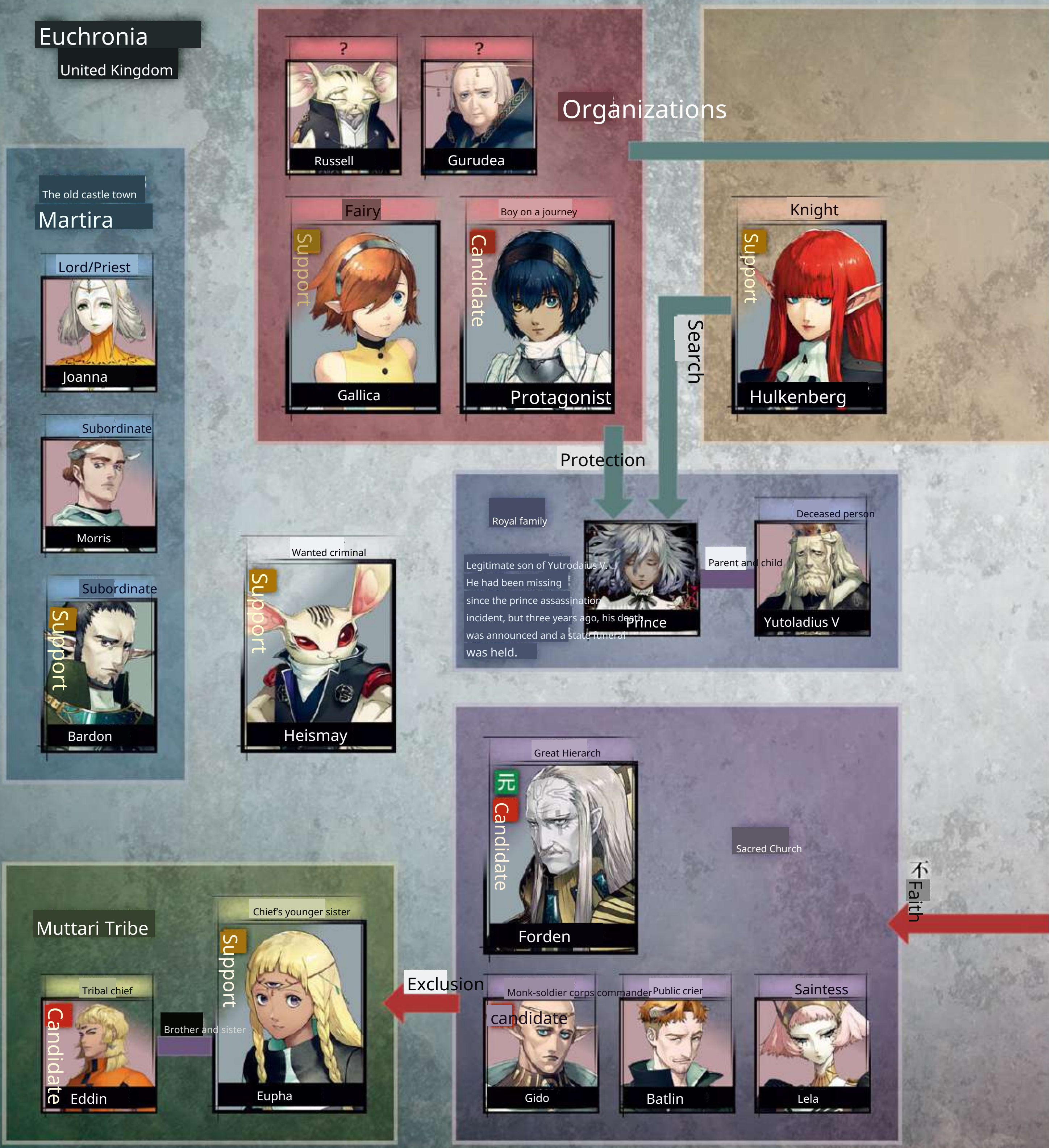
He is a candidate in the Royal Tournament, and makes promises that delight the local people wherever he goes. He knows that those promises are mutually incompatible, and believes it's fine as long as he isn't found out. However, because the herald is publicizing the state of the war, rumors are spreading that he is two-faced.

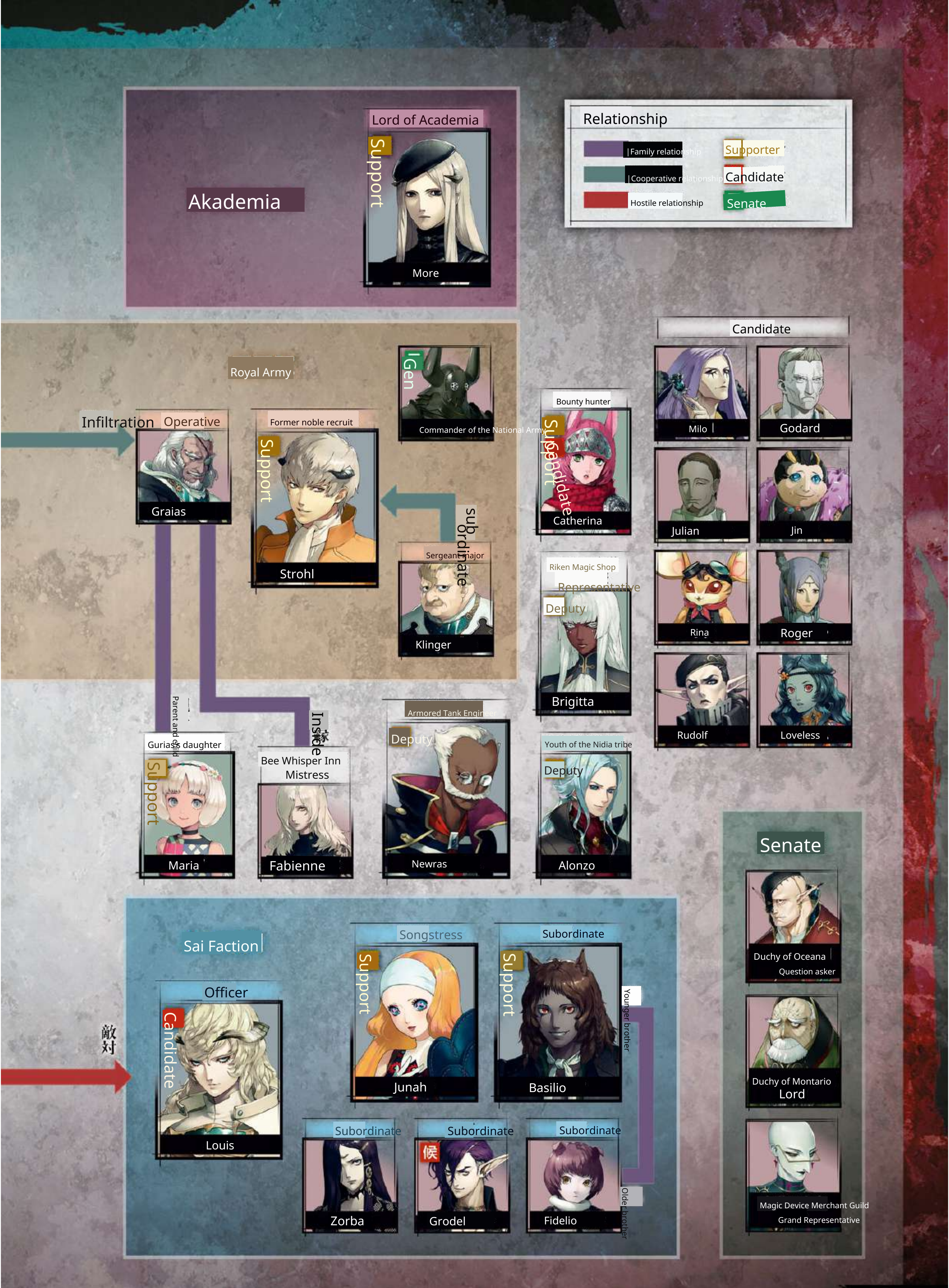
PROFILE

- From the Nidia tribe
- origin[redacted] —

Euchronia United Kingdom Faction Relationship Chart

In the world of this work, one united kingdom, various factions, and eight races live together. Use this to help you understand the positions and relationships of the characters and major factions.





Akademia
Lord of Academia
Support
More
Relationship
Family relationship
Cooperative relationship
Hostile relationship
Supporter
Candidate
Senate
Royal Army
Gen
Commander of the National Army
Infiltration
Operative
Graias
Former noble recruit
Support
Strohl
subordinate
Sergeant major
Klinger
Bounty hunter
Support
Candidate
Catherina
Riken Magic Shop
Representative
Deputy
Brigitta
Candidate
Milo
Godard
Julian
Jin
Rina
Roger
Rudolf
Loveless
Parent and child
Gurias's daughter
Support
Maria
Inside
Bee Whisper Inn
Mistress
Fabienne
Armored Tank Engineer
Deputy
Newras
Youth of the Nidia tribe
Deputy
Alonzo
Senate
Duchy of Oceana
Question asker
Duchy of Montario
Lord
Magic Device Merchant Guild
Grand Representative
Sai Faction
Officer
Candidate
Louis
敵対
Songstress
Support
Junah
Subordinate
Support
Basilio
Younger brother
Older brother
Subordinate
Zorba
Subordinate
候
Grodel
Subordinate
Fidelio

Metaphor: ReFantasia

WORLD GUIDE

Metaphor: ReFantazio World Guide

Here, we have compiled the basic knowledge needed to fully enjoy this work, including the history, culture, and world setting of the United Kingdom of Euchronia. We hope you will use this as pre-play preparation or for a post-play review.

The story is set in a kingdom of three nations.

The story takes place in the United Kingdom of Euchronia, which is made up of three nations: the Kingdom of Euchronia, the Principality of Oceana, and the Principality of Montario. Each country has very different local conditions, and even the weather alone includes things you can only experience there, such as thunderstorms, snowfall, scorching heat, and light sand. Of course, the atmosphere of the towns and their local specialties are all things you can only enjoy there as well. Here, let us introduce the distinctive features of each country the protagonists will visit, along with their main cities.

↑To the south lies an inland sea surrounded by the three nations. Since the ocean currents around the continent are fast, ships from the open sea apparently land by passing through here.

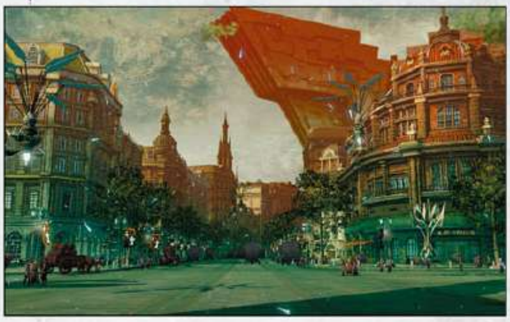
Kingdom of Euchronia

As the victor in the unification war, the sovereign authority of the United Kingdom is in effect held by the Kingdom of Euchronia. The most widely practiced religion is Seiism, which was established as the state religion during the reign of the most recent king, Utorodaius V. Since around 20 to 30 years ago, desertification around the capital has been rapidly progressing, and as a result, large creatures have begun appearing on the highways, raising concerns about deteriorating public order.

→The town of Marute, an old castle. Dira's specialty, "whole-roasted great sandworm larvae." There is also a rumor that overhunting has made the great sand- worms more ferocious.

←Just one step outside the bustling metropolis lies a vast desert region. It is said to be the final test for travelers aiming for the royal capital.

CAPITAL CITY Royal Capital Gran-Trad



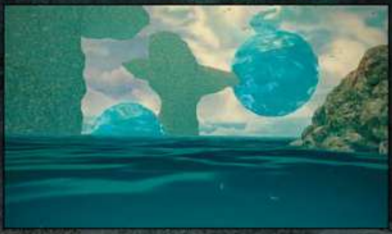
The largest city in the kingdom, and the capital of both the United Kingdom of Euchronia and the Union Kingdom. Because the royal palace stands here, it is often called the "royal capital." Surrounded by formidable castle walls, it is a fortress city whose appearance long served as the city's symbol, but the enormous "Regalis Cathedral" later built here has become the royal capital's new face. The main street lined with upscale shops and the lively market are striking, but it is also a city of light and darkness, where executions are carried out in public and beggars can be seen scattered along the streets.

Hon

Duchy of Oceana

→Braihaven has a massive coliseum where strongmen from various places gather. Many tourists visit for this reason.

A country occupying the western side of the continent, home to the kingdom's largest port city. It had a powerful navy even before the Annexation War, and a unique culture took root there, one that places seamen at the very forefront of the military. A legend remains that the former king who ruled this area personally went to the battlefield and pacified the many small countries around him, and because of his overwhelming might, he was called the "War King."



← Because of the influence of Magra, the sea around here is prone to strange phenomena, and one can witness the rare sight of water spheres floating in the sky.

CAPITAL CITY

Marine City Braihaven

A city with the kingdom's foremost naval port, it is also the home port of the Oceana Navy, which boasts the strongest maritime force in the United Kingdom. It is full of the liveliness of marines and sailors, and remains bustling day and night without pause. Another notable feature is the presence of amusements not found in the capital, such as the arena where roughnecks gather and gambling. The strange landscapes created by strata containing Magra have long been popular sightseeing spots. Traditionally, merchants also hold strong influence here, and the "Day of Discretion," on which all taxes on commercial transactions are waived, originally began in this city.

← An opera house that has existed in Altaberry for a long time. It was built by carving into the rocky mountain that spreads out beneath the mysterious floating stone known as the "Sacred Rock."

Duchy of Montario

A nation occupying the eastern side of the continent, surrounded by tall mountains. Since nearly half of its territory is cold region, there are many noble families among the Lusant and Rogue tribes, who are strong against the cold, and they wield greater influence than in other countries. Throughout the land remain places where one can feel the wonders of nature, such as magnificent cliffs that fill the entire field of view and forests where the trees have frozen stiff like pin cushions.

→ The "Cliffo di Corelodeo" on the edge of the coastal region. Not only is the view magnificent, but its beyond-human form is truly awe-inspiring.

CAPITAL CITY

Mountain City Altaberry

A city carved out in a deep, snow-covered mountain region. The original flat land takes up only a very small area. In particular, the lower district, expanded over the past hundred years or so, was created by building enormous bridges across steep valleys, and because of its spectacular view seen from below, it is also called the "City in the Sky." It is also known as the birthplace of Seikyō, and every autumn at the "Seikyō Festival," many worshippers gather from far and wide. The mine hot springs that can only be entered at night are also famous, and during the Seikyō Festival they become so crowded that bathing is restricted.

History and Culture of the United Kingdom of Euchronia

The story of this work begins with the assassination of the king by Louis, but there have been many events in this country up to now. There is an inexhaustible history here, including the Unification War of the Three Nations, the attack on the prince, the decline of the royal family, and the establishment of the state religion of the Sacred Order. Also, the races living in this country and the issues they face, magic indispensable to daily life and battle, and the mysterious monsters called Ningen that threaten the people—all kinds of elements intertwine as the story unfolds. Here, we explain the especially important keywords, so let's deepen our understanding of the history and culture of this country.

Unification War

A long-standing conflict among three countries

A general term for a series of wars that erupted intermittently between the three countries of Euchronia, Oceana, and Montario in the latter half of the 500s of the Kingdom Calendar. The largest battle was the "Battle of Brierhaven" fought between Euchronia and Oceana. The fierce fighting, which unfolded around a major city and even included naval combat, has been passed down not only as history but also in various forms as war tales. On the other hand, there were several battles with Montario that also claimed many lives, but since they were all short campaigns in remote areas away from settlements, there are few anecdotes about them.

Senate

Governing body by sages

An institution that supports the king's political decisions. It is composed of five members: the Oceana Lord, the Montario Lord, the Commander of the Kingdom Army, the Grand Commander of the Sacred Order, and the Grand Commander of the Magic Tools Merchants' Association, though the lineup can change depending on the era. There is no rank difference among the members of the Senate, and each is granted equal speaking rights, but over the past few decades, the influence of the Sacred Order has been increasing year by year.

⬆The wise men gathered in one place. In recent times, Forden's influence has grown, and in effect, the Sacred Church has come to rule the country.

Sacred Church

State religion devoted to worshiping the one true god

The religion followed by the majority of the population. Its doctrine teaches that salvation comes by reciting the prayer phrase "Kōju ra" and devoutly offering prayers to God with unwavering faith. It is the state religion established by this country, and it is also deeply connected to politics; currently, the Sacred Church Bureau serves as the center of the nation's government.

⬆At the Fermis Sacred Church in the royal capital, devout believers offer their prayers. It seems that the proper manner is to place both hands together in front of the eyes.

Heresy

A faith preserved in the shadow of the Sacred Church

Originally a term referring to a religion different from one's own, but in the kingdom, where the territory of the Sacred Church has long occupied most of the land, it is often used to mean "teachings that are not of the Sacred Church." An example is the dragon-god faith of the Mutlari people, but when people say "heresy," it often carries a discriminatory nuance.

It's a rare land where the church has not reached. Most of the Mutlari people live on Kabu Bilga Island, a island floating in the southern seas.

Magla

The source of magic that exists in the natural world

The specialized term for the power that is the source of magic: “magical power.” It exists, in greater or lesser amounts, in almost everything in the natural world, and humans, plants, and animals are no exception. In places where its concentration is high, it can even crystallize, so some magic scholars argue that it is an unimaginably tiny “particle.” Magic has a very broad range of uses, from modest spells that are useful in daily life to high-powered spells used by soldiers in battle.

Magical device

A device necessary for people to use magic. A device that converts magical power into magic. It is essential for people to "use" magic, and aside from some exceptions such as military service, one must pass a national examination and obtain a license in order to use or possess one privately. Depending on its performance and specifications, it is generally very expensive. From the standpoint of preventing accidents and crimes, production is monopolized by the Seikyofu and the Magical Device Merchants' Association, and manufacturing or reproducing one without permission is punishable as a serious crime.

Magical devices come in many forms, including necklaces, bracelets, and staffs. For ordinary people, they are apparently so expensive that buying one is similar to buying land or a house.

Royal Magic Academy

The former school that was closed down

The highest educational institution for magical research in the kingdom, which existed in the Principality of Montario until a few years ago. However, it was accused by the Seikyofu of conducting dangerous research, and was ultimately suppressed by force and driven to closure. Today, only its ruins remain, and no one visits there.

Prince Assassination Incident

The death curse placed on the prince

An attempted assassination of the prince of the Kingdom of Euchronia that occurred 12 years ago. In the dead of night, an unidentified armed group appeared in the royal palace, and the prince, who was in his chamber, was attacked. After that, the perpetrators fled. Thanks to the efforts of healers and others, the prince narrowly escaped death, but the curse cast by advanced magic remains unbroken to this day.

Although his life was saved, the matter He is still not awake from his slumber. For twelve years since the incident, e has

Day of Heroes

Anniversary of the Founding of the United Kingdom

October 27 in the Kingdom Calendar, the day when the three countries of Euchronia, Oceana, and Montario were established as the present United Kingdom. More precisely, it is “the day the first king of the united nation was crowned,” and “the hero” refers to the then King of Euchronia who brought the Union War to an end. Every year, a lively festival is held to celebrate the founding of the nation.

Ningen

A mysterious monstrous creature shrouded in mystery

An unidentified monster with an eerie form unlike any other kind of animal. Every individual harbors a large amount of Magla in an enraged state within its body and attempts to attack nearby things indiscriminately. Its body is also sturdy, and the larger specimens possess the power to annihilate even armies. Sightings have existed since long ago, but for some reason, in recent years

the number of people encountering them has increased dramatically.

Its intelligence is low, but it is capable of handling advanced magic. A mysterious life-form that is extremely difficult to handle.

The King's Magic

The special magic inherited by the king

The powerful magic passed down through successive kings of Euchronia. It is activated by a special magical device called the "scepter," and it is said that it can cause anything the king desires. Records remain of it being used throughout the long history of the kingdom for things such as development and suppression, and it was invoked for the first time in several hundred years by the former king, Eudoradius V. Its content was extraordinary: "Unconditionally grant the next kingship to whoever gathers the most support from the people."

Royal Tournament

A major event to seize the throne

This grand event for a battle of support ratings was held under the auspices of the Sanctorium in response to the activation of the former king Eudoradius V's "king's magic," after his assassination. Its purpose is to travel around the capitals of the nations that make up the United Kingdom, complete the challenges presented, and show the people the power befitting a king. In the face of the two great powers, Forden, the head of the Sanctism, and Louis, the protagonist's arch-enemy, candidates with their own ambitions stepped forward to declare themselves.

Candidate poster illustration

Protagonist

Louis

Forden

Gido

Catherina

Grodel

Eddin

Milo

Loveless

Rina

Rudolf

Godard

Julian

Roger

Jin

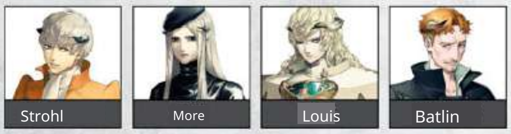
Race

Various people living in the kingdom

The people living in the United Kingdom of Euchronia differ in appearance and personality depending on their race, and although they coexist in the same city, discrimination and prejudice exist as if they were something natural. The very notion of the "eight races" may be the clearest example of that.

Cremar Tribe

A race with distinctive horns on both sides of the head, they boast the largest population in the United Kingdom. Their build and physical abilities are average. They occupy many important positions in the monarchy, including the Euchronia royal family, and many key figures, so they are often regarded as the kingdom's central race.



Lusant Tribe

They are characterized by their long, protruding ears. They are blessed with superior build and physical abilities, and some women even possess greater arm strength than men of other races. Because many serve as military officials holding important posts, they are said to wield influence comparable to that of the Cremar Tribe within the kingdom.

Rogue Tribe

Their lifespan is exceptionally long; some live more than twice as long as the average member of other races. However, their aging process is unique, with middle age and old age occupying most of their lifetime. For that reason, they tend to be associated with the image of "the Rogue Tribe means an elderly appearance."

Ishkia Tribe

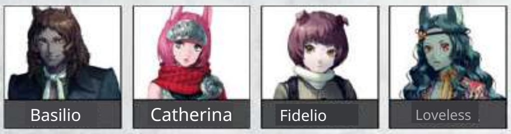
Has wing-like parts on various parts of the body. They are the least populous race, but are highly intelligent, and many of them hold high positions as scholars or clergy. While they tend to attract admiration, their contemptuous attitude toward others can also make them targets of dislike.

Nidia tribe

A race whose eyes and hair shine like jewels. While they do not possess any especially outstanding traits, they are sociable and adept at winning people over. As a result, many are popular or eccentric, but their background is not widely known in any country.

Palipas tribe

They have animal-like ears and tails, and even among the same race, their fur and skin colors vary. They have high physical abilities and tend to be hedonistic for better or worse. Because they do not concern themselves with small details, their thoughtlessness, which makes them dislike deep reflection, is often reflected in their words and actions.



Yuzif tribe

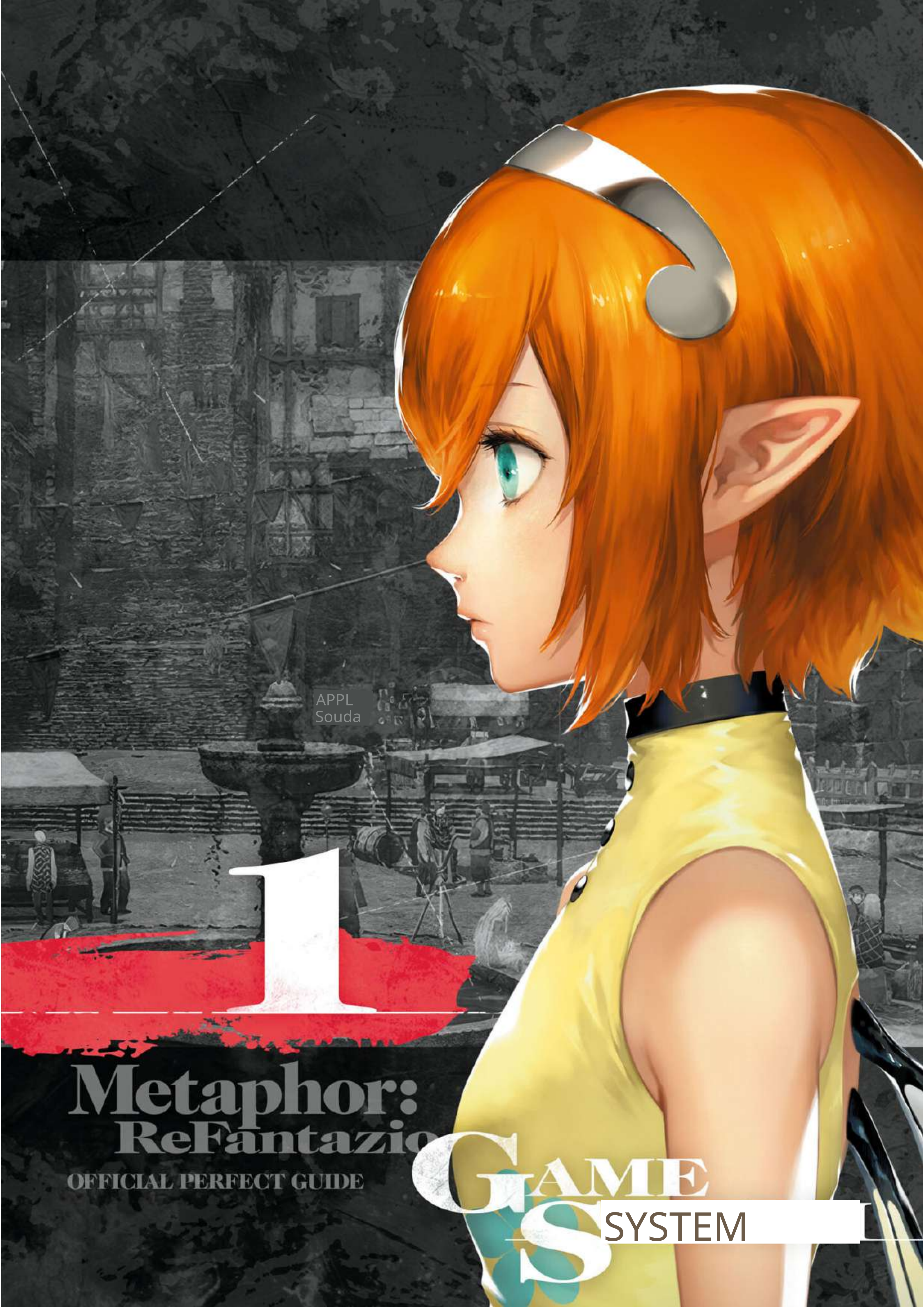
A small race with bat-like wings and ears. In addition to their unusual appearance, they are often regarded as creepy because they can see in the dark and have excellent hearing, making them easy targets of discrimination. For that reason, most of them are forced to live in circumstances that can hardly be called affluent.

Muttari Tribe

They have a third eye on their forehead through which the flow of Magra can be seen. They wear distinctive masks and traditional ethnic clothing, and the majority live in the island groups around Virga Island. Because they follow a religion different from Seikyo, they are often persecuted as heretics on the mainland.

Elda tribe

A race different from any of the eight races generally spoken of. In addition to having an extremely small population, they have been branded by Seikyo as a "tainted race that inherits dangerous magic contrary to the teachings," and as a result, they continue to suffer severe discrimination throughout the country.


1
Metaphor: ReFantazio
OFFICIAL PERFECT GUIDE
GAME SYSTEM
APPL
Souda

GAME SYSTEM

Basic Information

The various systems that make up “Metaphor: ReFantazio” (hereafter, this work) are intricately interwoven. Here, we will explain the basic systems of this work.

GAME SYSTEM

What is “Metaphor: ReFantazio”?

This work follows protagonists who awaken to the power of Archetypes, magic that transforms them into the image of the hero they hold within.

They will

This is the story of their struggle to defeat the great traitor Louis, who seeks to usurp the throne, lift the prince’s curse, and bring peace to the kingdom. The immediate goal is to gather information in towns and explore dungeons to accomplish objectives by the deadline, and its greatest feature is that the player can freely choose, to a certain extent, the steps and schedule leading up to completing the objective.

⬆ The protagonist, who was on the verge of collapse in front of the ferocious Ningen encountered at the northern border fortress, escaped the crisis through the power of the awakened Archetype.

GAME SYSTEM

Main Menu

After you become able to go to Academia, whenever you are in a situation where you can control the protagonist on the field, pressing the OPTIONS button will bring up the main menu. In the main menu, you can use recovery skills and items, and change equipment

You can. Also, in "SYSTEM," you can save and load your progress, and change how the game is displayed. Before you can go to the Akademeia, you can also call up a simplified menu with some functions unavailable, such as changing equipment.

Main menu list

Command		Overview
SKILL		Use field-usable skills
ITEM		Check and use items in your possession
EQUIPMENT		Change Archetypes and equipment
PARTY		Change the members participating in battle and their formation
FOLLOWER		Followers and current rank. You can check individual data (rank, race, origin, favorite things) with the button. Also, while the individual data is displayed, you can press the △ button to check the abilities they have learned
QUEST		Quest list. There are tabs for "In Progress," "Awaiting Report," "Completed," and "All," which can be switched with the R1/L1 buttons
CALENDAR		You can check the dates of each month and the events that occur (quest end dates, sale days, etc.)
JOURNAL		You can check the collected lore. There are tabs for “Nature,” “Magic,” “History,” “People,” and “Culture,” and you can switch between them with the R1/L1 buttons
SYSTEM	LOAD	You can load saved game data
	SAVE	You can save your current progress
	TUTORIAL	You can review tutorials that occurred in the game. There are tabs for “Battle,” “Dungeon,” “Town,” “Travel,” “Strategy,” and “System,” and you can switch between them with the R1/L1 buttons
	STORY	Look back on the story so far
	CONFIG	You can change the display settings and difficulty level
	RETURN TO TITLE	Return to the title screen

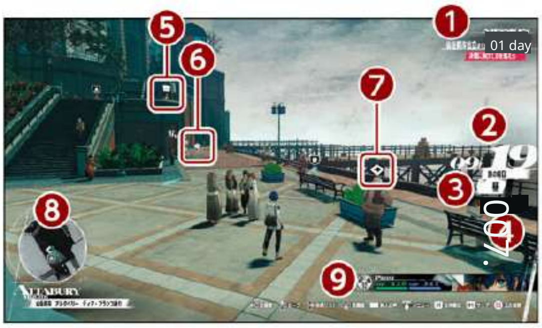
And

GAME SYSTEM

Basic Screen

The basic screen displays a lot of information, such as the deadline for the mission in progress, the current date, and the HP of party members. Accurately reading this information and judging the situation is the first step toward progressing through the game. How to read the basic screen

In towns and dungeons, most of the information displayed on the basic screen is the same, but there are some things that appear only in one or the other. In particular, battle-related information is displayed only in dungeons.



① Mission: The ongoing mission and the number of days until the deadline

② Date: the current date and day of the week.

③ Time of day: the current time period

④ Weather: the current weather and temperature

⑤ Speech bubbles: characters you can talk to

⑥ Characters in the crowd whose conversations you can overhear

⑦ The occurrence of event quests and Supporter events

⑧ Mini-map: the mini-map of your current location and place name

9 Command List : Current available commands

⑩ Status: brief status of the companions currently in the party

1 Result: results of Fast Battle

12 Rank Up: The archetype and its wielder that ranked up as a result of the fast battle

13 Drop items: items dropped in Fast Battle

GAME SYSTEM

Tutorial information

As you progress through the game, new systems may be unlocked, or situations may arise where you have to proceed in a specific way. In such cases, a tutorial will appear to explain how to operate things and how to progress. Once displayed, tutorials can be checked again at any time from "SYSTEM" in the main menu.

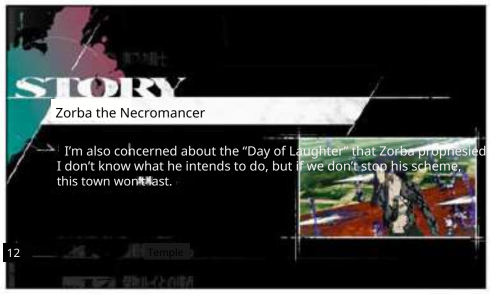
Types of tutorials

Battle: 37	Dungeon: 23
Town: 28	Journey: 16
Strategy: 12	System: 7

GAME SYSTEM

Synopsis of the main story

As the story progresses, there may be times when you want to review what has happened so far. In such cases, open "SYSTEM" in the main menu and check "STORY." Since the flow of events from the start of the game is recorded step by step, it is easy to look back on when and what events occurred.



The story includes images from each scene as well.

Controls

The controls differ depending on the situation, such as the main menu, battles, and the field. In particular, the same button can be assigned to different actions in towns and dungeons, such as Fast Battle, checking the King's Qualities, and shortcut commands, so caution is needed. Also, regardless of the control method, messages can be skipped or fast-forwarded with the OPTIONS button, and can be played automatically with the △ button.

How to Use the Controller (Main Menu, Town, Movies, During Conversations, Equipment Screen)

Button		Main Menu	Town	Movie	During Conversation	Equipment Screen
Directional Pad	Up	Move Cursor	Save	—	—	Move Cursor
	Down	Move Cursor	Chronicle	—	—	Move Cursor
	Right	Move Cursor	Request List	—	—	Move Cursor
	Left	Move Cursor	Supporters	—	—	Move Cursor
Touchpad			Traveler's Voice	—	—	—
OPTIONS button		—	Main Menu	Pause	Fast Forward / Stop Fast Forward / Skip	—
Circle button		Confirm	Examine/Talk	(While paused) Skip	Advance Message / Confirm.	Confirm
Triangle Button		Archetype Tree	Consult Gallica	—	Toggle Auto	Archetype Details
Square Button		—	Kingly Virtues	—	—	Strongest
Button X		Back	Sword Riding	Pause / (while paused) Resume	Advance Message	Back
L1 Button		Switch Items	Support Ranking	—	—	Switch Items
L2 Button		—	Fairy Eye	—	—	—
R1 Button		Switch Items	Map	—	—	Switch Items
R2 button		—	(Hold while moving) Dash	—	—	—
L stick		Move cursor	Movement	—	—	—
R stick		—	Change view	—	—	(Model) rotation
L3 button		—	Conversation log	—	Conversation Log	—
R3 button		—	Reset view	—	Chronicle	—

How to Use the Controller (Party Formation Screen / Course Enrollment Screen / Archetype Details Screen / Dungeon / Command Battle)

Button		Party Formation Screen	Course Enrollment Screen	Archetype Details Screen	Dungeon	Command Battle
Directional Pad	Up	Cursor Movement	Cursor Movement	Move cursor	Auto Recovery	Move to Front Row / Cursor Mov
	Down	Cursor Movement	Cursor Movement	Move cursor	Chronicle	Move to Back Row / Cursor Mov
	Right	Cursor Movement	Cursor Movement	Cursor Movement	Skills	Select Target / Cursor Movemen
	Left	Cursor Movement	Cursor Movement	Cursor Movement	Items	Select Target / Cursor Movemen
Touchpad		—	—	—	Traveler Voices	(Check ally) Status
OPTIONS button		—	—	—	Main Menu	Use Item
Circle button		Confirm	Confirm/Equip Archetype	—	Examine/Talk	Use Synthesis
Triangle Button		Details	Archetype Details	Archetype Explanation	Use a skill to initiate command battle	
R button		Tactical Instructions	Skill Inheritance	Skill Swap	Attack	Attack with a weapon
X button		Back	Back	Back	Evade	Defend
L1 Button		Change Formation	"Character Switch	Switch Items	Lock On	Tactics/Escape/Swap
L2 Button		—	—	—	Fairy Eye	Analyze
R1 Button		Change Formation	Character Switch	Switch Items	Map	Next
R2 button		—	—	—	(Hold while moving) Dash	Use Battle Assist
L stick		Move cursor	Move cursor	Move cursor	"Move	Move to front line/back line / Select target / Move cursor
R stick		—	—	—	Change view	—
L3 button		—	—	—	Conversation log	Retry battle
R3 button		—	—	—	Reset view	Auto battle

← In command battles, each button on the controller is assigned an action during battle. The relationship between actions and buttons is also shown on the screen, so press the correct one.

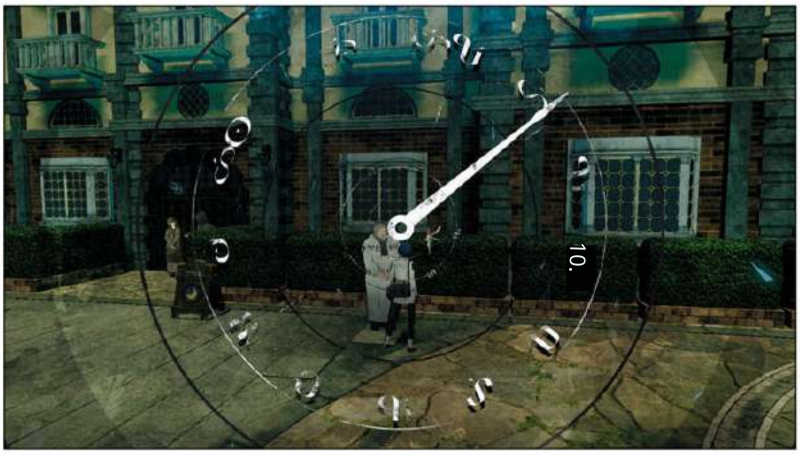
↑ In dungeons, you can shortcut to the skill and item use screens. Use this to reduce exploration time.

Kingly Virtues

The qualities of a king are the virtues required of a true king. They consist of five elements: "courage," "insight," "tolerance," "persuasiveness," and "imagination." Each quality gains points through quests and events in town, and once a certain value is reached, it ranks up. Since Kingly Qualities rank is required for the occurrence of Supporter events (P. 050) and for using shops, you should try to raise it as early as possible. The amount of points acquired is expressed with orbs, so the number gives a rough indication of how many points have been obtained. Also, when you gain points while at Rank 5, they are converted into MAG. The amount obtained at this time is twice the daily amount you can gain when examining the face stone.

How the Kingly Qualities Work

- There are 5 types of qualities
  - Courage
  - Insight
  - Inclusiveness
  - Persuasiveness
  - Imagination
- Points for each attribute can be obtained through quests, etc.
- When points accumulate to a certain value or higher, the rank increases
- Depending on the rank, the events that occur and the facilities that can be used increase
- When points are obtained at Rank 5, they are converted into MAG
  - The amount obtained is twice the daily amount that can be obtained when examining a Face Stone



There are many events that can earn Kingly Qualities points. However, most events advance time when carried out (P. 045). Before doing them, check the schedule to see whether there is anything else to do, such as the deadline for this operation or other ongoing events.

Ranking Up the King's Qualities

The points required to rank up the Kingly Qualities are as shown in the table below. The number of required points varies greatly depending on the quality. As for the events that increase them and the amount they increase, in towns Refer to the Kingly Qualities Rank-Up Events (P.058), the Armored Tank facilities (P.072), Quest strategies (P.246), and so on. Also, points can sometimes be earned through story progression.

Courage

Rank	Points
1 Lacking nerve	0-29
2 Courageous	30-99
3 Fearless	100 179
4 Bold and Fearless	180-239
5 Legendary Hero	240~

Insight

Rank	Points
1 Naive	0-15
2 Knowledgeable	16-79
3 Well-read	80-159
4 A Living Encyclopedia	160-279
5 Great Sage	280-

Tolerance

Rank	Points
1 Not at ease	0-39
2 Good listener	40~99
3 Magnanimous	100~159
4 A Compassionate Person	160-209
5 Savior	210-

Persuasiveness

Rank	Points
1 Inarticulate	0-39
2 Articulate	40-79
3 Charmer	80-129
4 Master of hearts	130-169
5 The magician of the podium	170~

Imagination

Rank	Points
1 Stiff-necked	0-49
2 Imaginative	50-119
3 Distinctive	120-199
4 Fountain of creativity	200~279
5 Creator	280~

GAME SYSTEM

MAG Acquisition by Support Rank and Face Stones

Support ranking increases when your Supporter rank (P.050) rises, when you complete quests, or when you win Q&A sessions at the podium. The amount of increase varies depending on the event accomplished, but there is an upper limit to the rank for each period. Also, at key story milestones, your rank automatically rises to a certain level. Na

Oh, once the rank has risen, it basically won't fall , but if the 09/24 event occurs, it will drop significantly. Let's raise it again.

Mechanism of Support Ranking Fluctuations

◎Increases through supporter events and completing quests

● Also increases when you win debates at the podium or battles in the armored tank

●There is an upper limit on rankings for each period

・May also plummet sharply during events

MAG Acquisition by Face Stones

MAG is accumulated daily in the face stone that reflects the support ranking, and you can collect it all at once by checking it. The accumulation timing is at the beginning of each day, and the amount accumulated per day is determined by the period. In addition, bonuses are added when a quest is completed or when the rank rises, so more MAG accumulates than the number of days that have passed. The accumulated MAG will not be lost until you collect it, but be sure to check the face stone and collect it at least at each major story milestone.

Mechanism for obtaining MAG through Face Stones

● MAG accumulates in the face stone once per day - The amount of MAG accumulated changes depending on the period ● By examining it, you can obtain the accumulated MAG ● Bonuses are added when quests are completed or ranks rise

MAG acquisition amount by period

Period	Event	MAG Obtained	
		Bonus per day	
06/12 07/21	Cathedral Conquest Arc: From the start of the assault to the Caladrius Infiltration Arc: until the Hero Appraisal	150	150
07/22 08/13	Caladrius Infiltration Arc: The day after the Hero Appraisal ~ Caladrius Infiltration Arc: Until Louis's soirée	200	250
08/14-08/16	Caladrius Infiltration Arc: The day after Louis's soirée ~ Dragon God's Spear Retrieval Arc: Until the day after the battle with the Great Sea Beast Homo Sabara	200	400
08/17-09/10	Caladrius Infiltration Arc: Arrival on Bilga Island ~ Dragon God's Spear Retrieval Arc: Until the day after the battle with Homo Margo	300	400
	Dragon God's Spear Retrieval Arc: Two days after the battle with Homo Margo ~ Louis Assassination Plan Arc: Until the battle with Louis Guiaberun	400	400
09/11~09/24	Louis Assassination Plan Arc: Montario Sacred Festival ~ Louis Assassination Plan Arc: Until Eldar's Ancient Fairyland	600	500
09/25-10/26	Heavenly Giant Face Conquest Arc: Start of the assault	300	200
	Heavenly Giant Face Conquest Arc: Destroy the first King's Servant	450	300
	Heavenly Giant Face Strategy Chapter: Destroy the Second King's Servant	600	500
	Heavenly Giant Face Strategy Chapter: Destroy the Third King's Servant	800	700
	Heavenly Giant Face Strategy Chapter: Strategy Complete ~ Louis Final Showdown Chapter: Until the Incursion into the Star of Tyranny	1000	700

COLUMN

Collectible elements you can't go back for later

The dungeons that must be cleared in order to advance the story cannot be re-entered after being completed. Therefore, during the walkthrough, be sure not to miss any treasure chests or gathering points.

Also, some Golden Bugs (P051) and Records (P.472) can only be obtained at specific times. Be careful not to miss those as well.

Items

Items are broadly classified into eight types. Among them, weapons, armor, secondary armor, and accessories are classified as equipment, and their effects are activated when worn, while consumables take effect when used in the field or during battle. In addition, the information obtainable from Kazamaya contains details about dungeons, enemies, and goods sold in towns. Valuables are often media required to use skills or key items necessary for progressing the story, and actions taken to obtain them often become the objective of missions. Except for information and valuables, everything can be sold at shops. Note that the maximum number of all items you can carry is 99, and you cannot possess items beyond that limit.

Item Classification

Classification	Overview
Consumable	Items that are consumed when used to produce an effect. Food and special experiment materials are also classified as "consumables."
Convert to money	Items with no other effect, for sale only. Obtained from enemy drops and gathering points in dungeons.
Valuables	Items required for event progression and unlocking the use of certain skills. Cannot be sold.
Information	Information purchased from a town informant. Cannot be sold.
Weapons	Equipment. The items that can be equipped differ by Archetype.
Armor	Equipment. The items that can be equipped differ by Archetype.
Secondary Armor	Equipment. The items that can be equipped differ by Archetype.
Accessories	Equipment. Except for some, these can be freely equipped regardless of Archetype.

GAME SYSTEM

Skills

Skills are a kind of magic, and there are two types: those unique to an Archetype (P. 146) and those that have been inherited and can be used (P.084). Skills are basically used by consuming MP, but some skills consume HP or money. In addition, some skills take effect simply by being learned; for example, if you learn multiple skills that increase attack power, their effects stack.

How Skills Work

- Learned skills differ by Archetype
- Can also be used with other Archetypes if inherited
- ◎Used by consuming MP, HP, or Reeve (money)
- There are also skills that take effect simply by being learned

Skill Classification

Classification		Overview
Attack	Physical	Deals physical damage. There are skills with various attributes, as well as attribute-less “All-powerful” skills.
	Magic	Deals magical damage. There are skills with various attributes, as well as attribute-less “All-powerful” skills.
	Special	Special skills that are not classified as either physical or magical. Many deal not only HP damage but also special additional effects.
Recovery		Restores HP, MP, and status ailments.
Support		Temporarily strengthens, weakens, or negates the effects of the target’s stats. There are skills that can stack and skills that cannot.
Automatic		Takes effect simply by being learned.

Gize

Synthesis is a skill unleashed in cooperation with allies, and it produces more powerful effects than ordinary skills. The basic rules are the same as for skills, but there are restrictions such as requiring a cooperating ally of a specific Archetype or the acquisition of a specific skill in order to use it. In addition, when used, it consumes more Press Icons (P.090) than an ordinary skill.

How Synthesis Works

- ◎ Can be used when the usage conditions are met
- When used, it consumes the user’s and the ally’s MP or HP
- Consumes a set number of Press Icons

1 GAME SYSTEM
2 PARTY&nFOLLOWER
3 STORYnGUIDE
4 FIELDnMAP
5 DATA FILE
System Explanation>
Basic Information

Character

Characters have a variety of stats assigned to them, and each value grows as they level up. The way they grow is determined for each character, but only the protagonist has growth poi

Points are also awarded. By allocating these to any parameter of your choice, you can grow it however you like. These points will not be consumed and will continue to be held unless they are assigned to a parameter.

○ How to Read the Character Screen

1 Character name: The character's name

② Level: Character level

③ EXP: The experience points required to reach the next level

④ HP: The character's HP. The right side is the maximum value, and the left side is the current value

SMP: The character's MP. The right side is the maximum value, and the left side is the current value

6 Combat power: The character's attack and defense

7 Parameters: The numbers in parentheses are bonus values from equipped items.

The meanings of each value are as follows

- Strength ...... Affects physical damage
- Magic ...... Affects magic damage
- Endurance ...... Affects damage taken
- Agility ...... Affects evasion rate and turn order
- Luck ...... Affects escape rate and item drop rate
- Points ...... Unused status enhancement points

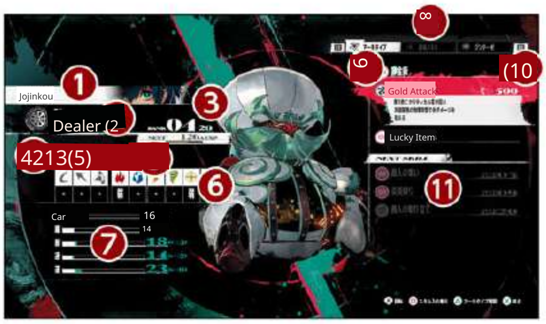
GAME SYSTEM

Archetype

An Archetype is a form that transforms into the hero image sleeping within one's heart by using Magra spread throughout the whole body; it is a kind of magic. The protagonists equip this and use skills. Archetype

Since the skills, stats, and other attributes that can be used differ for each one, you may want to change depending on the situation. The Archetypes that can be learned are unlocked by increasing Supporter rank, and can be learned by spending MAG (p.144).

○How to Read the Archetype Screen



① Equipment Holder Name: The name of the character equipped with the Archetype

② Equipped Archetype: The Archetype currently equipped

③ Rank: The current Archetype rank and the A-EXP needed to reach the next rank

④ HP : Maximum HP of the equipment holder

⑤ MP Maximum MP of the equipment holder

⑥ Elemental affinity The equipment holder's elemental affinities

7 Parameters: The wearer's parameters. The values in parentheses are bonus values from Archetype equipment

⑧ Skill tab: Switches the display between skills the Archetype has learned or will learn, inherited skills, and Synthesis skills

⑨ Learned skills. When you place the cursor over them, a brief effect description is displayed

⑩ Cost : The parameters consumed when using skills

1 Learned skills: Skills learned through rank-up, and the required rank

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Talk to Gallica

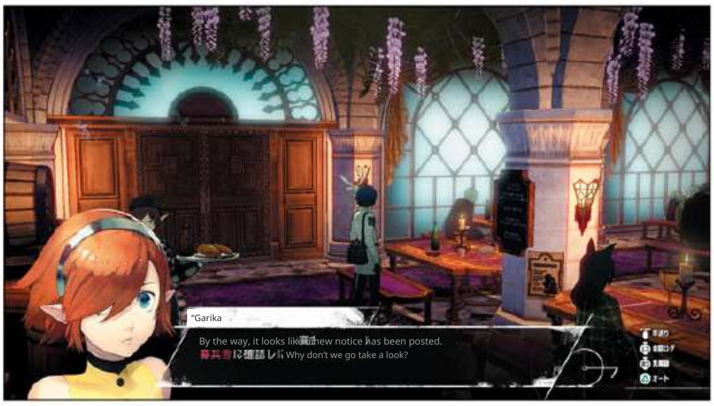
Whenever you are in town, pressing the △ button lets you consult Gallica. There are three types of topics you can ask about, and whichever you choose, you can obtain useful information suited to the situation. Among them, "Supporter Status" is especially convenient because it not only lets you check the current supporter event (P.050) and rank, but also allows you to move to the location of the person involved in the event. When acting in town, first press the △ button to check the situation. Note that the number of consultations is also one of the trophy acquisition conditions (P.106).

Things Garika can teach you

◎Supporter status
- Ongoing Supporter events

Check requests
- Requests currently accepted

◎Town information
- Information on facilities and items for sale



Gallica has already checked out the facilities in the city. It's also an option to follow her recommendations and act accordingly.

She also tells you about requests that can be reported, newly posted information on bounty targets, and Supporters who want to meet the protagonist. Follow her advice and act accordingly.

Calendar

In the main menu's "CALENDAR," you can check the due dates of currently occurring events, the execution date of this operation, special sale days at shops (P.047), and more. Since this game has many time-limited events, checking the end dates regularly should help you avoid missing any events.

Items shown on the calendar

- ⬤Quest deadline
- Discount start date
- Event occurrence date

Traveling by sword riding

Starting on 06/12, you'll be able to press the X button in town to ride the sword and move around. It's far faster than running, and while riding you can talk to people, shop, and even enter buildings. In addition, the distance traveled while sword riding is also a requirement for earning a Trophy (P.106). Since meeting the condition requires a considerable travel distance, it's best to use sword riding as much as possible when getting around town. Also, event

While riding the sword mount, the reactions of nearby NPCs change. To check this change, it can also be interesting to move around town on a sword mount.

て There are also scenes where Tachi-nori is used (P.224).

GAME SYSTEM

Chronicle

The journal is a kind of glossary, and it is registered when new characters appear or when encountering cultures, buildings, or natural phenomena. The registered journal entries can be checked from the “JOURNAL” in the main menu or by pressing the R3 butto n during conversations. Also, in towns and dungeon entrances, the down direction on the control pad is registered as a shortcut key. When a new term is registered, a message appears on the left side of the screen.

Journal categories

Classification	Overview
Nature	Information related to nature, such as scenery and animals. Monsters, including dragons, are also listed here
Magic	Information on magic and related technologies, such as magla, magical tools, and armored tanks
History	Information about the United Kingdom of Euchronia and its constituent cities. Holidays and past incidents are also included
Characters	Information about individual characters and information related to races
Culture	Information about the cultures, cuisine, and organizations found throughout the United Kingdom of Euchronia

GAME SYSTEM

Saving and Auto-Save

Whenever you are in town or in the armored tank, you can save your play progress at any time. Saved data can be loaded with "LOAD" whenever the main menu is available. In dungeons, you can only save at Plato's Phantom or Magla Holes (P.067). Also, when you switch maps or open a treasure chest, the game automatically saves. This auto-save is recorded separately from the save slots, but it can be loaded like ordinary save data.

Save Mechanism

- ●Can be recorded in all 16 slots
- ◎Possible outside dungeons
- Inside dungeons, possible at “Plato’s Phantom” or “Magura Hole”
- ●Auto-save is automatically performed at specific timings

GAME SYSTEM

Game Over

If all allies participating in command battles become incapacitated, or if the protagonist's HP drops to 0 in a fast battle, it is game over. Except in boss battles or on certain difficulty settings, a game over means restarting from the point where you saved. There are also events that immediately trigger a game over by choosing a specific option. Be careful when selecting responses in such events.

Examples that lead to a game over

- ○ All members participating in the command battle become incapacitated
- ◎ In Fast Battle, the protagonist’s HP drops to 0
- Failing to wipe out all enemies within the allotted number of turns
- Choosing a specific option in an event

If you do not keep an eye on your remaining HP, It is easy to get a game over.

Based on what you have experienced on your journey, Choose a response.

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GAME SYSTEM
Exploration

Exploration in towns and dungeons is one of the core activities of this game, alongside battles. Here, we will explain how exploration works in towns and the kinds of events that can be triggered during exploration.

GAME SYSTEM

One day allows two actions: "Day" and "Night"

When a day begins while you are in town, the first thing that happens is a morning conversation event in which your allies discuss what needs to be done that day and any quests that are currently active. This conversation event changes depending on the available period and the quests you have accepted, and serves as a kind of reminder.

When the morning conversation event ends, it becomes daytime and you can control things freely. There are many options available for daytime actions, so choose what to do while considering your future schedule, your party's current level of strength, and event deadlines. If the action you choose is a time-progressing event, it will become night.

You can act at night just like during the day, but there are some actions you cannot do at night, and some events only occur at night. Also, if you carry out a time-progressing event at night, time advances to the next morning.

Basic daily flow

Start of the day

昼

Event	Armored Tank
・Supporter events ・Quests ・Increasing the King's Virtue, etc.	・Various events
Night	Dungeon exploration
	End of exploration
Event	Event
・Supporter events ・Quests ・Increasing the King's Virtue, etc.	・Set up camp ・Return to town

End of the day

It is also fine to decide what to do that day. Check the morning conversation event, and

There are shops that are not open. Like the magic shop, some only operate at night.

Days when actions are fixed

On certain dates, such as the day the king's funeral is held, the day of departure for Martira, or the day Louis issues the challenge for the decisive battle, events will be forced to occur and other actions will become unavailable. Naturally, this means you won't be able to explore dungeons or complete quests, so be sure to check mission deadlines and the calendar and plan your schedule for the next few days.

Examples of days when actions are fixed

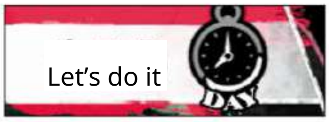
- Louis's assassination carried out
- Departure for Martira
- Date of the announcement of the Royal Tournament

Activities in Town

In town, you can do a wide variety of things, such as using facilities like shops and the arena, accepting quests, and taking on events that raise the kingly virtues. Also, among the events that can be progressed in town, some cause time to pass when performed, while others do not, so choose your actions with the deadlines for missions and requests in mind. Note that events that cause time to pass have a clock icon on the options. It's a good indicator for whether to do the event or not.

Examples of activities in town

- Supporter event
- ●Interacting with the heretics
- Testing your strength at the arena
- Questioning at the podium



◆The one on the right of the options is the clock icon. Selecting it causes time to pass.

Activities outside town

When acting during the day, you can go outside the town in the armored tank and carry out activities. Outside town, there are many things to do, such as heading toward dungeons or chasing the rival candidate's armored tank. When you move outside town, a daytime action inside the armored tank occurs, and once that ends, you will act at your destination. If your activities span multiple days, you will need to camp overnight. Activities outside town always cause time to pass, so proceed carefully and with a plan.

⬆ It may take several days to travel to the destination. Before moving, make sure that the deadlines for missions and requests will not pass while you are in transit.

Night actions in town

If you take an action in town during the day that advances time, the time of day changes to night. At night, some actions available during the day cannot be taken, but there are also actions that can only be taken at night. Make sure you fully understand which actions are available only in each time period. Also, if you are outside the town, night actions become camping. Certain events occur during camping.

Conditions for night actions in town to occur

- Not on a specific date
- You did not explore a dungeon that day
- ●Your current location is a town (base)

GAME SYSTEM

Shop

Various items are sold in shops. The merchandise is fixed for each shop, but more items become available as the story progresses or as events are cleared. Shops can be used anytime when you are free to act, but some shops are only open during certain times of day. Be careful, as there are also shops that cannot be used unless your Rank in the virtues of kingship has reached a certain value, and shops that cannot be used unless you complete specific events.

How shops work

- The items sold are determined for each shop
- ●Magic shops are open only at night
- ◎ As time passes, additional items will be added for sale ● Some items for sale have stock limits ◎ Some shops require a Kingly Virtue rank or event completion to use them

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Discounts on merchandise

Shop selling prices are discounted by 20% on rest days, and by 30% on July 27, "Mercy Day." Weapons shops and armor shops also sell merchandise at 30% off every month on the 29th. In addition, if you raise a Supporter rank and learn an ability, you can buy merchandise at certain shops at a постоянный 20% discount. This ability-based discount rate stacks with the discounts on rest days and on "Mercy Day." Therefore, it is best to buy expensive items on these days.

How discounts work

- Discounts on specific days
- If you have learned a specific ability, you always get a discount
- Specific-day discounts and ability discounts stack and take effect
  - Example: If you have learned Catherina Rank 6 "Travel Preparations Ploy," a rest day becomes 20 + 20 = 40% off

◎ Shops and discount rates

Shop	Rest day	29th of every month	Day of Leniency	Abilities	
General Store	20%	—	30%	Cazirina Rank 6	20%
Weapon Shop Armor Shop	20%	30%	30%	Bergitta Rank 5	20%
Magic Shop	20%	—	30%	Alonzo Rank 4	20%
Raiken Magic Trading Company	20%	—	30%	Bergitta Rank 5	20%
Other Shops	20%	—	30%	—	

Appraisal of Items

Unidentified items such as the "salt-rusted weapons" that can be obtained through gathering or purchased at shops can have their identities revealed by having them appraised at either a weapon shop, armor shop, item shop, or the Raiken Magic Trading Company. The items that can be obtained after appraisal vary depending on the type of item, and which item you get is determined by chance (p.394).

How Item Appraisal Works

- Can be done at weapon shops, armor shops, item shops, and the Raiken Magic Trade Company

◎Several types of items are set for each item

- After appraisal, it changes into one of the set items

Item Purification

Some items change in performance when purified. Purification can only be performed at the Fermis Church in the capital, and only if your Insight rank is 2 or higher. Also, purification requires specific items as materials. Note that some items can be changed into different purification items by changing the materials. Purify them again to match the boss you are about to fight.

How Purification Works

◎Can be done at the Fermis Church ◎Can be done once all required materials have been collected

◎For some items, the post-purification item changes depending on the materials

Kazamaya

Kazamaya sells information items, and there is one person in each town’s tavern. When you accept a bounty target subjugation request or when a specific event occurs, new information goes on sale. Kazamaya Different information is sold by each one, so the request

When you accept a request, buy the information from the designated rumor broker. Once you purchase the information, the bounty target’s weakness will be revealed, items will go on sale at specific shops, and new dungeons will appear on the world map.

GAME SYSTEM

Weather

All fields have weather settings, and they change according to schedules set for each region (p.271). Weather includes sunny, cloudy, and rainy conditions, as well as region-specific severe weather such as light sand and thunderstorms. Also, after 09/25, the weather changes to special kinds called terrorization and terrorization clouds. In severe weather, enemies become stronger, but in exchange the EXP you earn, etc. increases (p.099). Exploration difficulty also goes up by 3, but the rewards are that much greater.

How Weather Works

- Weather change schedules are set for each region (p.271)
- When the weather turns severe, dungeon enemies become stronger
  - In exchange, earned EXP and A-EXP increase
- After 09/25, the weather types change as follows ・Sunny, cloudy, rainy...... terrorization ・Severe weather...... terrorization clouds

↑ When selecting a destination in the Armored Tank, you can check the weather at the destination. Use this weather as a reference when deciding where to explore. If the dungeon you plan to travel to is experiencing severe weather, you may also choose to postpone the trip.

↑ In bad weather, some facilities become unavailable, such as the arena in Brilehaven, sightseeing boats, and armored tank fishing and interior cleaning. If you want to use these facilities, visit on a day when the weather is not bad.

Weather Divination / Control

If you ask a fortune teller in town, they will tell you the weather for the next 3 days, including today. Also, if you give a specific item to Edin on Bilga Island, you can make the weather at the specified location sunny for 3 days, including today. This is useful when tackling high-difficulty dungeons. However, you can control the weather in only one location at a time, and if you specify a new location, the location currently being controlled will return to its original weather.

Weather Divination / Control

- The weather up to 2 days later (the day after tomorrow) can be determined by divination
- If you ask Edin to control the weather, you can make the weather sunny for 3 days, including today
  - Requires either "All-Powerful Golden Pot" ×1 or "Trotto" ×20

GAME SYSTEM

MAG Conversion

If you ask the MAG exchanger in the Capital, Brilehaven, or Altaberry, they will convert MAG into reeve (money). The basic conversion rate is 5 reeve per 1 MAG, but the rate changes depending on the time of day. Also, as Birgitta's Supporter rank increases and you learn abilities, bonuses are added to the base conversion rate. However, since MAG is needed in large amounts for Archetype study and development, this should be considered only a way to make money when you are short on funds.

How MAG Conversion Works

- Regardless of the MAG exchanger, the base exchange rate is fixed The base exchange rate is 1 MAG = 5 reeve ◎The money obtained is the result of multiplying the base exchange rate by the rate
  - The rate varies depending on the time of day (p.049)
- Belgiitta's ability increases the exchange rate

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MAG exchange rate (%)

Date	Royal Capital		Brilehaven		Altbury	
	Daytime	Night	Daytime	Night	Daytime	Night
06/11	40	40	—	—	—	—
06/12		60	—	—	—	—
06/13		40	—	—	—	—
06/14		60	—	—	—	—
06/15		100	—	—	—	—
06/16		40	—	—	—	—
06/17		60	—	—	—	—
06/18		40	—	—	—	—
06/19		60	—	—	—	—
06/20		120	—	—	—	—
06/21		40	—	—	—	—
06/22		40	—	—	—	—
06/23		40	—	—	—	—
06/24		40	—	—	—	—
06/25	100	100	—	—	—	—
06/26		40	—	—	—	—
06/27		40	—	—	—	—
06/28		40	—	—	—	—
06/29		60	—	—	—	—
06/30		60	—	—	—	—
07/01		120	—	—	—	—
07/02		40	—	—	—	—
07/03		40	—	—	—	—
07/04		40	—	—	—	—
07/05		60	—	—	—	—
07/06		100	—	—	—	—
07/07		40	—	—	—	—
07/08		100	—	—	—	—
07/09		40	—	—	—	—
07/10		40	—	—	—	—
07/11		100	—	—	—	—
07/12		40	—	—	—	—
07/13		60	—	—	—	—
07/14	120	120	—	—	—	—
07/15		40	—	—	—	—
07/16		60	—	—	—	—
07/17		60	—	—	—	—
07/18		60	—	—	—	—
07/19		60	—	—	—	—
07/20		60	80	80	—	—
07/21		60		80	—	—
07/22		80	100	100	—	—
07/23		60	140	100	—	—
07/24		80		60	—	—
07/25		60		120	—	—
07/26	100	40		80	—	—
07/27		40	140	120	—	—
07/28		60	100	40	—	—
07/29		60		60	—	—
07/30	100	100		80	—	—
08/01		60		100	—	—
08/02		60		80	—	—
08/03		40		80	—	—
08/04		60		60	—	—
08/05	100	100		120	—	—
08/06		40		80	—	—
08/07		60	140	120	—	—
08/08		60	100	40	—	—
08/09		40		60	—	—
08/10		40		80	—	—
08/11		40		100	—	—
08/12		60		80	—	—
08/13		60		80	—	—
08/14	120	40		80	—	—
08/15	100	40		160	—	—
08/16		40	100	100	—	—
08/17		60		80	—	—
08/18		40	120	80	—	—

Date	Royal Capital		Brilehaven		Altabury	
	Plants	752	昼	Night	Daytime	Night
08/19	120	60		80	—	—
08/20	60	60		120	—	—
08/21	40	40		120	—	—
08/22	60	60		60	—	—
08/23	100	100		80	—	—
08/24	40	40			—	—
08/25	40	40			—	—
08/26	40	120			—	—
08/27	100 100				—	—
08/28	40	40			—	—
08/29	60	60			—	—
08/30	60	60	100	100	—	—
09/01	100	100			—	—
09/02	40	40			—	—
09/03	40	40			—	—
09/04	80	60				—
09/05	40	40				—
09/06	40	40				—
09/07	60	60				—
09/08	40	40				—
09/09	40	40				100
09/10	40	40			160	
09/11	60	60				
09/12	60	60				
09/13	40	40				
09/14	60	60				
09/15	60	100 60				
09/16	80	40				
09/17	40	40				
09/18	40	40				
09/19	40 100 120					
09/20	100 100					
09/21	40	40				
09/22	80	80				
09/23	40	40				
09/24	40	40				100
09/25	80	80	100 100			
09/26	100	100	120 120 200			
09/27	100	100	120 120			
09/28	100	100	100 100			
09/29	140	80				
09/30	100	100 160				
10/01	80	100 160		160		
10/02	80	80		100		
10/03	140	140 100				
10/04	60	60			200	
10/05	80	80				
10/06	80	80		140		
10/07	60	60				
10/08	140	140	100	100		
10/09	60	60				
10/10	60	120				
10/11	80	80		100	200	
10/12	80	80				
10/13	120	120				
10/14	100	60	160	100		
10/15	80	120	100			
10/16	80	140		160 200		
10/17	80	80	100	100		
10/18	100	110	100			
10/19	60	100				100
10/20	80	80	120	100	100	100
10/21	80	80	100		60	
10/22	60	140	100	100 180		
10/23	120	120		100	160	
10/24	120	120	120	120	80	
10/25	80	80	100		120	
10/26	100	100	140	140 180		

GAME SYSTEM

Interactions with Followers

When certain conditions are met, you can deepen your relationship with certain people you met along the way during your journey. This interaction with Followers is called a “Follower Event,” and it occurs when conditions such as story progression, rank of King's Qualities, and time of day are met. There are a total of 14 Followers for whom Follower Events occur. As their rank increases, you learn abilities and gain benefits such as unlocking higher Archetypes and receiving discounts at shops. In addition, Followers who reach Rank 8 will have a special

event on 10/25 (P.065).

How Interactions with Followers Work

- Occurs when specific conditions are met
- ○ If you do this, the following effects occur
  - ・The Follower's rank increases ・Time passes
- You can gain MAG depending on the conversation choices
- In some cases, another event such as a Quest may occur
- ◎ Some events require King's Qualities to be performed

At each rank, events occur that reveal the target character’s personality, past they want to overcome, and the worries they are currently dealing with. The amount of MAG you can obtain also varies depending on the choices you make.

When you talk to a Supporter whose conditions have not been met, such as the King’s Virtue rank being below the required value, you can check the event’s trigger conditions. On that day, take actions to meet the conditions, then hold the Supporter event again at a later date.

GAME SYSTEM

Quest

Quests are divided into the “Main Operation,” which is tied to the main story, the optional “Requests” you can accept, and the “Tasks” from More’s Supporter events. Main Operations are undertaken when the conditions are met, while Requests and Tasks are completed by meeting the conditions and then speaking to the person who issued them or to More. Many quests reward you upon completion. Most reward money, but some also grant King’s Virtue or items. Deadlines can be checked at any time in “QUEST” or “CALENDAR.”

The difficulty of a quest can be checked by its rank value. The higher the rank, the stronger the enemies you are expected to defeat.

How Quests Work

- There are three types of quests
  - ・Main Operation: Must be accepted as part of progression
  - ・Request: The player can choose whether to accept it
  - ・Task: More’s Supporter event
- Complete the conditions and report back to clear it
- ◎ Requests come in six types: "Retrieval," "Assistance," "Subjugation," "Bounty," "Exploration," and "Investigation," and the methods for completing them differ (P.246)
- Timed quests will fail if the allotted period passes
- Some quests reward you upon completion

tetfor:

Golden Bug

Collect a certain number of insects called Golden Bugs, which are placed throughout various locations, and bring them to the bug-loving old man in Briarhaven to obtain an item effective against dragons. There are a total of 50 Golden Bugs, and the number you need to hand over to the old man changes as well. You'll want to make use of this before challenging each trial to defeat Louis (P.259).

Items exchangeable for Golden Bugs

Required number	Total number	Rewards
1	1	Magical Dragon Blood
110	12	Charm for Ward Off Poison
13	25	Dragon-Claw-Blocking Gauntlets
13	38	Flame-Sealing Breastplate
8	46	Dragon-Slayer Sword

Mechanics of the Golden Beetles

◎There are 50 in total

If you collect a certain number and then give them to the bug-loving old man in Brilehaven, you will receive a reward.

・If the number collected has not reached the required amount, they will be returned.

⬤Some Golden Beetles will not be placed unless you speak with the bug-loving old man in Brilehaven.

⬤ After obtaining the "Dragon-Slaying Sword," you can exchange each one for 1 "Magical Dragon Blood" item.

Locations of the Golden Beetles

Inside the recruitment barracks in the capital, just past the hallway to the right of the reception desk, it is behind the pillar immediately after entering. After applying, you can pick it up the first time you visit.

The campsite after escaping the northern border fortress. Behind the place where Strohl is sitting. It can only be picked up during the first visit.

Appears after talking to the bug-loving old man. In front of Regalis Cathedral, inside the bag at a stall near the center of the row that is farthest from the recruiting office.

Inside the bag of spices lined up along the wall next to the entrance of the general store "Anshin Yakuhoudou." You can also pick it up when heading to the store funeral.

Next to the owner of the general store "Anshin Yakuhoudou." It is there from the beginning, but it can only actually be obtained from the Spear Retrieval Chapter onward (p.225).

In the alley behind the stairs near the general store "Grand Arms Shop" on the Royal Capital's Shade Street. It is easier to find if you rotate the camera.

Appears after speaking with the bug-loving old man. It is near the cows and the herdsman on Martira's Cowlow Path, close to the cart and the pile of straw bundles.

Appears after speaking with the bug-loving old man. It is inside a bag of spices lined up in the general store "Miru Miru-do" on Martira's Terraced Shop Street.

A pitcher in the bedroom of the tavern inn "Visca-Alba Tavern" in Martira's Station Square. One of three random acquisition items.

© Location of the Golden Bug

Can be obtained by examining the fireplace at the back of the客 seats at the tavern inn "Visca-Alba Tavern" in Martira's Station Square.

At the top of the stairs at the Bryhaven Arena Wharf, near the guards on watch. It is hard to find because it is in the background of the screen.

Go into the alley next to the general store "Black Cat's Claw" in Bryhaven's Trading Market, then find the wooden crate in the shadow of the building.

Bryhaven, at the pier on Seika Street. Around the supplies near the slope. It is near the worker standing there.

Bryhaven, around the center of Seika Street. Behind the church on the east side. Enter from the side alley and go farther in; it is in front of the crates.

Bryhaven, Oceana in the Trade Market. On the building side of the wall surrounding the Oceana Navy Recruitment Office, in front of the crate behind the carriage.

Birga Island, sandy beach coast. Among the pile of crates near where the armored tank is docked, behind the crate with dried fish beside it.

Birga Island's public tavern "Kin.攫rom the entrance, go around to the opposite side along the outside of the building. Look for it by moving the camera.

Beside the ladder that leads up to the front of Eddin and Yufa's house. It is hidden near the fence post. Look for it by moving the camera.

Birga Island. It is on the back side of the dragon statue. You can find it by going around behind the statue from the slope next to where Eddin is.

Birga Island. It is in front of the two side-by-side three-eyed head statues north of the water-drawing place in front of the inn. Depending on the angle, it overlaps

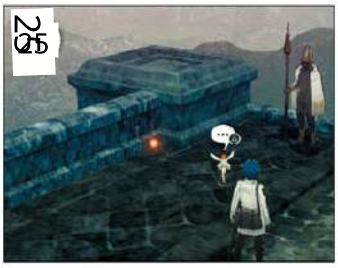
After defeating Homo Margo. You can obtain it by speaking to the children arranged around the well at the water-drawing place in front of the inn on Birga Island.

On the Lulumo Pilgrimage Road in Altaberry. On the east side of the tree-lined avenue, behind the street tree near the center. There is a female traveling entertainer nearby.

Inside the Hakuhō Magic Hall in Altaberry. Inspect the golden-glowing pot in the foreground of the screen to obtain it.

Inside the tavern inn "Sky Tavern" in Alterberry. In the shadow of the barrel placed near the table beside the tavern counter.

Transport:



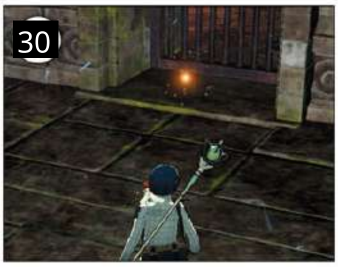
Altarberry's opera house front plaza. At the end of the stone-paved path extending east of the opera house, near where the road ends.

In Altaperry's Rurumo Pilgrimage Road. It is around the fallen barrel beyond the down stairs on the east side near the area connected to the Azure Sky Bridge.

Azure Sky Bridge in Alterberry. The shadow of the porch support jutting out from the exterior wall of the building standing between the weapons workshop and the general store.

Light Square in the Ancient Fairy Village of Elda. Hidden on the far side of the collapsed roof. If you go on to the destination, you won't be able to come back and collect it.

In the bushes southeast of the entrance to Tradia Desert. It can only be collected after the Cathedral strategy chapter, once you can go to Tradia Desert.



Belega Corridor. Near the iron bars at the end of the hidden passage connected from the large hall two levels below the entrance.

Hideout of the ruffians. After descending to the lowest level, it is placed at the dead end of the passage beyond the ladder on the south side of the map.

Unknown Ruins. Placed on the far side of a pillar at the dead end past the left fork immediately after entering from the entrance.

Goblin den. A gathering point located in the northwest area of the map. There are many enemies around, so defeat them before collecting it.

Man-Eating Cave. At the lowest level, a gathering point on the north side of the map. It is placed near the end of the passage.

Abandoned Grave. Climb the ladder at the dead end at the end of the passage to the right of the entrance, then descend the ladder on the south side beyond that.

Gracia Forest. A gathering point located in the northeast of the map. If you clear the surrounding enemies and then look again, you can safely obtain it.

Tower of Malice. Near the railing on the fifth-floor atrium. The surrounding enemies are tough, so it's also an option to grab only this and flee.

Grave of Lamentation. A gathering point placed beyond the shortcut in the large hall to the northeast as seen from the entrance, just before the iron bars.

Grave of Lamentation. A gathering point placed in a small room beyond the shortcut in the northeast of the lowest level. Be careful of the enemies around it.

© Location of the Golden Bug

Palace of the Heavenly People. Climb the ladder located to the northwest as seen from the entrance to the second floor. Head northeast on the second floor, and continue through the passage beyond the shortcut.

Ritual Grounds. Placed in the northwest area of the map with the entrance. It is in a place that can only be reached by moving back and forth across the map many times (P.326).

The ring marker. Northeast of the map entrance. Hidden in the shadow of a stone pillar. The treasure chest nearby can be obtained via another route.

Circle marker. It is on the path leading up to the upper level north of the entrance. If you jump down from the cliff along this path, it will be near 4.

Tower of Blind Faith. It is by the wall on the 6th floor. There are many powerful enemies around, so it would be best to clear them out before picking it up.

Tower of Arrogance. Near the iron railing on the open area on the 2nd floor. Enemies nearby will explode if attacked, so it may also be worth hitting them once and then dodging.

Forsaken Road. A gathering point on the north side of the map. There is also a bounty target, so you might as well get it while defeating that.

Everfrost Forest. It is on the southwest side of the map, around the area to the left from the entrance. It is hard to find because visibility is poor due to snowfall and the like.

Mount Ulcano. It is on the passage where there is a treasure chest containing the relic Neuras is looking for. You will need to travel along a complicated route to reach it (P.344).

Quest reward for "Deliver the Item That Cures Tooth Decay" (not listed in the quest information). Time-limited quest until 08/09.

Quest reward for "Deliver the Hot Spring Water" (not listed in the quest information). Any choice is fine.

GAME SYSTEM

Gambling house

At the trade market in Brighthaven, there is a betting shop that appears at night in front of the recruitment office. You can predict the protagonist's support ranking after a certain period of time, and if you guess correctly, your wager is doubled. The periods are from the pageant to the conquest of Caladrius, and from Caladrius after the conquest, until after the conquest of the Dragon Palace Temple. Each wager has three levels, and you can choose freely. If you properly complete requests and the like, in both cases the correct answer will be ranks 11 to 20. Prepare enough money to bet in advance, and aim for a windfall.

Arena

After completing the main operation "Infiltration Operation: Caladrius," you can challenge either the arena's ranking match or trial-by-fire consecutive battles in Brighthaven once each, during the day and at night. In ranking matches, you battle under the rules set for each rank, and if you win, you gain rewards and also your rank increases. On the other hand, in the trial-by-fire consecutive battles, you repeat 30 battles in which one group appears from among the enemy groups assigned to each rank. After each battle, you can choose whether to continue. Note that the arena cannot be used in bad weather.

Arena: Ranking Match Mechanism

- Battle against enemies designated for each rank
  - The rules differ from battle to battle
  - There are command battles and fast battles
- Starts from the certification match
- Winning increases your rank and earns rewards
  - Ranks after the certification match range from Bronze Class 3 to Gold Class 1
- The certification match and the final match are quests

Arena: Trial-by-Fire Consecutive Battle Mechanism

◎Only the lower class is available at the start
- The intermediate class becomes available after advancing to Silver Class 3
- The advanced class becomes available after advancing to Gold Class 3

- Battle against enemy groups designated for each rank
  - Several types of enemy groups are set for each rank
  - The group to battle is selected at random

◯ Clear by winning 30 consecutive matches
- After each match, you can choose whether to continue

⬆ Among the enemies that appear in the Arena, some are former rival candidates from the Royal Tournament.

◆ The battle rules vary widely. From battles you must fight alone to those with turn limits, and even those where you must defeat the enemy without taking a single hit, they offer a rich variety.

GAME SYSTEM

Mine Hot Spring

The mine hot spring unlocked on 09/26 can only be used at night. The events that occur differ depending on the day of the week, and on Fire, Iron, and Water days it is with male companions, while on Green and Rest days it is only the protagonist's bathing. When bathing, the selection Choices arise, and for the protagonist there are two options that result in either a random great success or failure, as well as a third option, "Give up." Also, bathing with companions has a fixed reward regardless of the choice.

Mine hot spring bathing results

Bathing pattern	Date of occurrence	MAG obtained	Item obtained
Only the protagonist (Random A)	Green/Rest	4000	Hero's Fruit
Only the protagonist (Random B)		3000	
Only the protagonist (surrenders)		3500	
Bathing with Strohl	Fire/Iron/Water	4000	
Bathing with Heisame			
Bathing with Basilio			

Mechanism of the Mine Hot Spring

- Available only at night on and after 09/26

◎ Bathing results change depending on the day of the week

- When only the protagonist bathes, the reward changes depending on the choice
  - "Give up" is fixed. The others change randomly

The person who gives items

On the field, there are people who will give you items if you talk to them. Since you can get valuable items for free, be sure to speak to them. There are also people, such as a distressed man or a hearty shop owner, who will give you an item in return if you give them a specific item or money. Note that for some people, the item you receive changes depending on when you talk to them. Once received one time

so that even from someone you've already received it from, you can get it again, aiming to

Talk to them even when you're not receiving an item.

When the base moves, the items you can receive often change. After moving the base, visit every town and obtain the items.

◎ List of people who give items

The person who gives items	Location	Weather	Time of Day	Period	Items to Give	Items You Can Receive	Page
Plateau	Akademia	Any time	All day	Any time	—	Hero's Incense	—
Helpful shop clerk	Royal Capital	Any time	All day	06/12~10/25	—	Ando Nuts	P.278
A suffering man	Royal Capital	Any time	All day	06/12-06/21	Medicinal Herb	Hero's Fragrance	P.279
Wandering student	Capital	Any time	Night	06/12-09/22	—	Rabbit Antidote Roast	P.279
Boisterous shop owner	Capital	Any time	Night	06/12 09/22	150 Reeve	Gold Cutlery	P.279
An Angry Man	Royal Capital	Rain, cloudy, Menacing clouds	All day long	06/12-06/21	—	Magic Pellet	P.279
				06/29 08/09	—	Magic Liquid	
				08/19-09/05	—	Magic injection	
				09/15-09/22	—	Magic injection	
				09/29-10/24	—	Completely magical food	
Kind-looking old woman	Martira	Always noon		07/05-10/25	—	Rock Beans ×4	P.295
Nonio's guard	Martira	Anytime	All day long	06/29 07/02	—	Electric stone	P.295
				07/04-(*1)	—	Manhunt	
				(2) 07/16	—	Hammer of Magical Ruin	
				07/23-09/05	—	"Object-Destroying Hammer	
				09/13-09/22	—	Elixir Panacea	
				09/26-10/25	—	Divine Sake Dew	
Wry-smiling sailor	Bryhaven	Anytime, all day		07/22-08/14	—	Silver Coin of the Gambling Hall	P.307
Wandering student	Bryhaven	Anytime, at night		07/23 09/05	—	Je Scale Powder	P.308
The pained-looking man	Bryhaven	Anytime, all day		07/22-08/14	Medicinal Herb	Clothes soiled by the sea breeze, tail bait	P.308
Louis's private soldier	Bryhaven	Anytime	Night	07/23-08/12	—	White-Field National Flag	P.308
Julian	Bryhaven	Sunny, cloudy	Day	07/23-08/12	—	Magical Future	P.308
Motherly busybody	Birga Island	Anytime	Day	08/19-09/05	—	White Peach Turnip ×4	P.319
Masked Soldier	Birga Island	Anytime, all day		08/19 (3)	—	Hero's Fruit	P.319
				(*4) 09/07	—	Hero's Light Leaf	
				09/13-09/22	—	Hero's Jewel Root	
				09/26-10/25	—	Hero's Light Leaf	
Woman Gazing at the Sea	Birga Island	Clear, cloudy	Night	(4)	—	Ring of Rough Waves	P.319
Clumsy Boy	Birga Island	Anytime	All day	(4)	—	Golden Bug	P.319
Energetic Shopkeeper	Birga Island	Anytime	Night	08/19-10/25	250 리브	Marunova hardwood, tail bait	P.319
Pained Man	Altaberry	Anytime	All day	09/13-09/22	Medicinal Herb	Demonic-corrupted old clothes, tail bait	P.336
Curious Man	Altaberry	Clear, cloudy	Day	09/13-09/22	—	Divine Pill	P.337
Wandering Student	Altaberry	Anytime	Night	09/13-09/22	—	×2 jars of Empress Bee honey	P.337
Historian Man	Altaberry	Anytime	All day	09/10-09/22	—	Elixir	P.337
Middle-aged Adventurer	Berega Corridor	Anytime		Anytime	—	3 Paralyzing Arrows	P.293
Anxious Mutsutari Soldier	Ring Signpost	Anytime	—	Anytime	—	Atatakairo × 3	P.330
Sweating Young Man	Mount Urukano	Anytime	—	Anytime	Clean Drinking Water	(Enemy Information)	P.344

*1: Before defeating Homo Jalzo 2: After defeating Homo Jalzo 3: Before defeating Homo Margo 4: After defeating Homo Margo

GAME SYSTEM

Ghostwriting a Letter

When you speak to the troubled-looking old man on Breeze Street in Brilehaven, he asks you to write a letter to send to his son. Understand the contents of the conversation and write a letter that conveys what he wants. Simply writing the letter will earn you 2,500 Reeve, and if you write a letter that matches his wishes, you will get an additional 2,500 Reeve. That is by no means a small amount, so be sure to write it properly. The correct choices are "There are four more puppies" and "One of the candidates is young."

The mechanism of ghostwriting letters

- ○ Can be done only once
- Regardless of the choice, reward: 2500 リーブ
- ●If you choose both of the following options, an additional 2500 リーブ
  - The number of puppies increased by 4
  - One of the candidates is young

GAME SYSTEM

Wild Vegetable Steamed Buns Making

If you talk to the stall owner (the easygoing owner) on Dia Franco Street in Altaberry, you can try making wild vegetable steamed buns. Each attempt costs 3,000 リーブ, and you can choose the filling for the buns from three kinds of wild vegetables. The effects when used differ depending on the type, so make the one you need. Note that you can only attempt it once per day, and time does not pass even if you try making the buns. Visit regularly every day and get a valuable recovery item.

Wild Vegetable Steamed Buns Making

- ○ Can be done once per day, during the daytime
- 3,000 リーブ per attempt
- The items made vary depending on the ingredients
  - Mountain Mushroom: Warm Manju
  - Refreshing Bracken: Refreshing Manju
  - Refreshing Mugwort: Refreshing Manju

You can challenge it every day
There is no need to
hesitate about which filling to choose. So, which filling should be

Manju effects

Heading	Effect
Warm Manju	Restores 200 MP to one ally
Refreshing Manju	Restores 100 MP to all allies
Refreshing Manju	Cures status ailments for all allies

GAME SYSTEM

Musician's Performance

A musician appears at night in the tavern of the town that serves as your base. If you ask him, he will perform songs inspired by the towns the protagonist has visited in the past. It costs 250 reeves only the first time; after that, he will perform for free. Note that if your base moves, he will also move to a different tavern, but he does not appear at the tavern on Virga Island.

How the Musician's Performance Works

- Appears only at night in the tavern of the town used as a night base
  - Does not appear on Virga Island
- ◎Performs songs inspired by towns the protagonist has visited
  - 250 reeves required only the first time

Musician's Performance List

Tavern	Period	Performance Contents
Martira · Tavern Inn "Visca Alba Tavern"	06/29-07/16	Gran-Trad / Martira
Brynhaven · Tavern "Fishing Pavilion"	07/23-08/12	Gran-Trad / Martira / Brilehaven
Altaberry Tavern Inn "Sky Tavern"	09/07-09/12	Gran-Trad / Martira / Brilehaven / Virga Island / Altabury
Royal Capital · Tavern "Now Firono"	After 09/26	Gran-Trad / Martira / Brilehaven / Virga Island / Altabury

Kingly Virtue-Boosting Events in Towns

Each town has many events that can increase your kingly virtues. The types of events and the kingly virtues corresponding to each are as shown in the table below. Some events also have different increases to kingly virtues depending on the choices you make. Also, whether an event can be carried out depends on the time of day, and doing any event will always cause time to pass.

List of Kingly Virtue-Boosting Events in Towns

Event	Kingly Virtues	Location	Page
Lookout	Insight	Capital, Martira, Brilehaven, Altaberry	P.060
Cow Milking	Inclusiveness	Martira	P.060
Folktale storyteller	Imagination	Capital, Martira, Brilehaven, Altaberry	P.061
Activist	Persuasiveness or Inclusiveness	Capital Brilehaven, Altaberry	P.061
Heretic	Tolerance	Capital, Martira, Brilehaven, Virga Island, Altaberry	P.061
Giving a speech alone	Persuasiveness	Royal Capital, Martira, Brilehaven, Virga Island, Altabury	P.062
Question-and-answer session with rival candidates	Persuasiveness, imagination	Martira, Brilehaven, Altabury	P.063
Sightseeing boat	Insight	Brilehaven	P.063
Helping at the Honeybee's Whisper Tavern	Tolerance	Royal Capital	P.064
Canyon Courage Test	Courage	Martira	P.064
Free-Diving Contest	Courage	Brilehaven	P.065
Beach	Insight or Imagination	Biru Island	P.065
Opera House	Any of the qualities	Altbury	P.065
Snow Sculpture Making	Imagination	Altbury	P.065

Lookout

If you use the lookout point, your Insight will increase by a fixed amount regardless of which option you choose. There are also events that require a certain Insight rank, such as meeting the conditions for using Purification and unlocking Belgitta's Supporter event. Because of this, it is often used to help with rank-ups. Also, after 09/26, lookouts outside the capital can no longer be used; instead, the amount by which the king's virtues increase when using a lookout in the capital will be boosted.

Increased stats for the lookout

Location	Time period	Kingly Virtues
Royal Capital	06/12 09/22	Knowledge +6
Martira	07/05-09/22	Knowledge +8
Brilehaven	07/23 09/22	Knowledge +10
Altbury	09/13-09/22	Knowledge +13
Royal Capital	After 09/26	Knowledge +16

How the lookout works

- Available at any time
  - Unavailable only in Brilehaven during bad weather
- Regardless of the choices, the reward is fixed depending on the location
  - The increase value in the capital changes depending on the period

Cow Milking

At any time during the day from 07/05 onward, you can experience milking a cow by talking to the man with a cow on Martira's Cow-Mooing Path. Regardless of success or failure, you can obtain Compassion and "Mellow Milk," but if you milk it as instructed by the man, you can obtain more Compassion and "Mellow Milk." Since you can also get ingredients in addition to boosting Compassion, it's worth trying if you have the time.

Mechanics of Cow Milking

- Available during the day from 07/05 onward
- Success if milked in the instructed way
  - Fail if you make even one mistake
  - Success ...... Compassion +10, Mellow Milk x6
  - Failure ...... Compassion +8, Mellow Milk x4

tetfor:

Folktale storyteller

Talking to people who tell old tales outside of Virga Island increases Imagination. The old tales at each location are made up of two parts, and from the third time onward the conversation is skipped. However, even in that case, Imagination still increases just as it does the first and second times.

Increase Value for People Who Tell Old Tales

Location	Characters	Time period	Kingly Virtues
Royal Capital	Talkative old man	All day	Imagination +6
Martira	Nostalgic old 婆	All day	Imagination +8
Brihaven	Priest of the Sanctity	All day long	Imagination +10
Altabury	Cheerful old woman	Night	Imagination +13

Mechanics of People Who Tell Old Tales

- Can be done anytime
  - Can only be done at night in Altabury
- ◎Old tales consist of 2 parts
  - Omitted from the third time onward
- If you have visited the capital at least once, the message in the ending changes

Activist

In the capital, Brihaven, and Altabury, activists will ask for a donation of 250 Reeve if you speak to them during the day. If you donate at this time, you will be asked whether you want to carry out the event, and if you actually do, your Royal Virtue increases and you also receive an item. The amount by which Royal Virtue increases is determined by the cumulative amount you have donated to activists in each area, and it changes once the total reaches 1,250 Reeve or more.

Mechanism of the Activist

- ●Can only be done during the day
  - When you talk to them, they ask for 250 Reeves
  - If you donate, you can choose whether to trigger the event
- Rewards change based on the cumulative amount paid to the three people

Activist Rewards

Location	Characters	Cumulative donations	Rewards: Kingly Virtues	Rewards: Items
Royal Capital, Shaded Street	Female Activist	Less than 1250 Reeves	Persuasiveness +6	Fairy powder
		1250 Reeves or more	Persuasiveness +8	
Bryhaven Fisherman's Inn Plaza	Serious Young Man	Less than 1250 Reeves	Tolerance +10	Rainbow mold cheese
		1250 Reeves or more	Tolerance +12	
Altabury Azure Bridge	Female Activist	Less than 1250 Reeves	Tolerance +13	Mixed fruit juice
		1250 Reeves or more	Tolerance +15	

Heretic

Talking to the Mutsutari people in various places and listening to stories about their faith will increase Tolerance. This can be done all day in the Capital, Martira, and Virga Island, and only at night in Bryhaven and Altabury. Note that the choices that appear during the conversation do not affect the amount Tolerance increases, no matter which one you choose.

Let's talk to them so we can understand. They will explain the Mutsutari tribe's unique beliefs and culture, etc. The Mutsuri people in various regions, their

Increase value for heretics

Location	Characters	time zone	Kingly Virtues
Capital Sunless Street	Masked man	Day and night	Inclusiveness +6
Martira Highway Square	Masked woman	Day and night	Inclusiveness +8
Bryhaven Fisherman's Inn Plaza	Masked woman	Night	Inclusiveness +10
Virga Island Dragon God City Et-Ria	Village priest	Day and night	Inclusiveness +11
Altabury Azure Bridge	Unmasked Mustari tribe member	Night	Inclusiveness +13

Giving a speech alone

After the Royal Tournament begins, whenever you are free to act, you can give speeches at podiums around the area. Speeches progress by selecting options. No matter which option you choose, Persuasion increases, but if you choose the correct option, Persuasion increases more and you can also receive tips. The content of the speech changes depending on the location of the podium and how many times you have given speeches there, and once you have finished all the speeches set for that location,

from then on, a speech will be selected at random. Note that the speeches and rewards at the podiums in the Royal Capital are renewed on 09/26.

How speeches work when alone

- ●Can be done anytime
- ●Choices appear when you give a speech
  - There is 1 successful choice and 2 unsuccessful choices
- ◎Persuasion increases when you do it
  - If successful, you receive an additional tip
- ◎Speech content is fixed by the podium and the number of times
  - If you give more speeches than the set number, one will be chosen at random from past speeches

The result of a speech by one person

Location	Number of times	Choices	Judgment	Kingly Qualities	Tip
Royal Capital (before 09/25)	First time	Helping each other and acknowledging one another	Success	Persuasiveness +10	1500
		Preventing Louis's dictatorship	Failure	Persuasiveness +8	—
		Eliminating the wealth gap	Failure	Persuasiveness +8	—
	Second time	Demolish Sunken Street	Failure	Persuasion +8	—
		Helping the people of the Shadow Street	Success	Persuasion +10	1500
		Leave Shadow Street as it is	Failure	Persuasiveness +8	—
	Third time	The magic apparatus is dangerous	Failure	Persuasiveness +8	—
		Let's make the magic apparatus free	Failure	Persuasiveness +8	—
		Restrict making it into a weapon	Success	説得力+10	1500
Martira	First time	Promote specialty dishes	Success	Persuasiveness +10	1500
		Put effort into tourism	Failure	Persuasiveness +8	—
		Promote industry	Failure	Persuasiveness +8	—
	Second time	If it's strength, I won't lose	Failure	Persuasiveness +8	—
		I have initiative	Success	Persuasiveness +10	1500
		Nothing	Failure	Persuasiveness +8	—
Brilehaven	First time	Countries can help each other out	Success	Persuasiveness +12	3500
		Travel between countries is convenient	Failure	Persuasiveness +10	—
		Let's abolish the confederation system	Failure	Persuasiveness +10	—
	Second time	Increase weapons	Failure	Persuasiveness +10	—
		The military should be volunteer-based	Success	Persuasiveness +2	3500
		Fighting is not good	Failure	Persuasiveness +10	—
	Third time	Discrimination is not good	Failure	Persuasiveness +10	—
		Diverse opinions are important	Success	Persuasiveness +12	3500
		If you have the ability, it doesn't matter	Failure	説得力+10	—
Biruga Island	First time	Turn the island into a tourist destination	Failure	Persuasion +11	—
		Make the Dragon God faith the state religion	Failure	Persuasion +11	—
		Protect the Mutsutari tribe	Success	Persuasion +13	5000
	Second time	Let's leave it alone	Failure	Persuasion +11	—
		Let's interact more	Success	Persuasion +13	5000
		I want to make trade more active	Failure	Persuasion +11	—
Altbury	First time	Seikyō is wrong	Failure	Persuasion +13	—
		Politics and religion should be separate	Failure	Persuasion +13	—
		It is up to each person to decide what to believe.	Success	Persuasion +15	6500
	Second time	Life comes first.	Failure	Persuasion +13	—
		Art and entertainment are also part of life.	Success	Persuasion +15	6500
		Leave matters of art to the nobles.	Failure	Persuasion +13	—
Capital (after 09/26)	First time	The sky is Louis's doing.	Failure	Persuasion +15	—
		Is it okay for Louis to become king?	Success	Persuasion +17	8000
		I am not your enemy.	Failure	Persuasion +15	—
	Second time	It's because of Louis's incitement.	Failure	Persuasion +15	—
		The mob is to blame.	Failure	Persuasion +15	—
		Want to fulfill my responsibilities	Success	Persuasion +17	8000

and aphorism:

Question-and-answer session with rival candidates

At the podiums in Martira, Brilehaven, and Altabury, rival candidates in the Royal Tournament appear during certain periods. Using the podium at this time will trigger a debate with a rival candidate. The debate system works the same as when speaking alone at the podium: choosing the correct option counts as success and lets you win the debate. Regardless of the result, Persuasion and Imagination increase, and if you win, the amount of Persuasion gained is higher and you also receive tips. In addition, winning debates against all rival candidates is a requirement for obtaining a trophy (P.106), so be sure to take on the challenge.

The system of debates with rival candidates

●Appears on specified weekdays during a certain period ・Will no longer appear after the period ends ◎Persuasion and Imagination increase when you do it ◎Victory or defeat is determined by the choices ・If you win, a tip is added ・If you win, that rival candidate will no longer stand at the podium

Results of the debates with rival candidates

Location	Period	Day of the week	Rival candidate	Choices	Judgment	Kingly Virtues		Tip
Martira	07/05~07/16	Fire	Loveless	The liquor store goes under	Defeat	Persuasiveness +8	Imagination +5	—
				You can't achieve equality through alcohol	Victory	Persuasiveness +10	Imagination +5	2500
				Food comes before booze	Defeat	Persuasiveness +8	Imagination +5	—
		Iron	Roger	No taxes benefit the rich	Defeat	Persuasiveness +8	Imagination +5	—
				What about the money used by the country?	Defeat	Persuasiveness +8	Imagination +5	—
				Taxes are a means of helping one another	Victory	Persuasiveness +10	Imagination +5	2500
		Water	Rina	What about discrimination and poverty?	Victory	Persuasiveness +10	Imagination +5	2500
				Do you just want to sell armored tanks?	Defeat	Persuasiveness +8	Imagination +5	—
				We can't make that many	Defeat	Persuasiveness +8	Imagination +5	—
Brilehaven	07/23-08/11	Fire	Rudolf	What about other races?	Defeat	Persuasiveness +10	Imagination +5	—
				A militaristic nation is no good	Defeat	Persuasiveness +10	Imagination +5	—
				Let's help one another across all races	Victory	Persuasiveness +2	Imagination +5	5000
		Water	Milo	Things aren't decided by appearances alone	Victory	説得力＋ 2	Imagination +5	5000
				What does it mean to govern a country by beauty?	Defeat	Persuasiveness +10	Imagination +5	—
				Have you even thought about policy?	Defeat	Persuasiveness +10	Imagination +5	—
		緑	Jin	What do you mean by "anything"?	Defeat	Persuasiveness +10	Imagination +5	—
				Let's help without discrimination	Victory	Persuasiveness +12	Imagination +5	5000
				Suspicious	Defeat	Persuasiveness +10	Imagination +5	—
		Iron	Glordel	Then Louis would become king	Defeat	Persuasiveness +10	Imagination +5	—
				What should the weak do?	Defeat	Persuasiveness +10	Imagination +5	—
				It's all just Louis's secondhand ideas	Victory	Persuasiveness +12	Imagination +5	5000
Altbury	09/13-10/25	Fire/Green/Iron	Julian	Animals come before people?	Defeat	Persuasiveness +13	Imagination +6	—
				The future doesn't matter	Defeat	Persuasiveness +13	Imagination +6	—
				What's right in front of us matters too	Victory	Persuasiveness +15	Imagination +6	10000

Sightseeing boat

On Breehaven's Seabreeze Street, pay the boatman on the quay 1500 reeve to ride a sightseeing boat that tours Breehaven. Using it increases your Wisdom regardless of the choices you make. There are four sightseeing routes in total; from the fifth time onward, it will be the same as the first one. Incidentally, it can only be used during the daytime when the weather is clear or cloudy. At night or in bad weather, the boatman does not appear on the quay.

How the sightseeing boat works

- Available during daytime on sunny and cloudy days
- 1,500 Reeve required per use
- Using it grants +12 Insight regardless of choices

◎There are 4 sightseeing patterns

Helping at the Honeybee's Whisper Tavern

At any time during the night from 06/12 to 09/22, you can raise your Tolerance by talking to Fa bianne and helping out at the Bee Whisper Tavern. The amount Tolerance increases varies depending on the choice you make while helping. Maria's Supporter rank is ra

When it is at Rank 2, cooperate with Maria

You will end up helping out. Helping together with Maria is a condition for obtaining the trophy (P.106) So, do it at least once. Also, the request "sa "Help out at Sayaki-tei" can be any kind of help It can be completed (p.247).

The system for helping out at the Honeybee Whisper Tavern

- Can be done anytime at night from 06/12 to
  - 09/22 If Maria's Supporter Rank is rank 2 or higher, you can help together

◎Doing this increases inclusiveness

- The amount gained changes depending on the choice

Even if any event occurs, it is possible to complete "Help out at the Whispering Inn"

Results of helping out at Bee's Whispering Inn

Choices	Maria's presence	Dish to be made	Choices	Judgment	Kingly Qualities
I want to make Bidō Bird with Red Fragrance Grilled		Bidō Bird with Herb and Red Fragrance Grilled (※1)	Make it spicier	Failure	Compassion +6
			Let's make it exactly as we were taught	Success	Compassion +8
			Gallica can choose whatever she likes	Failure	Inclusiveness +6
I'll help.	Maria is not here	(Name of dish unknown)	Put it on top	Failure	Compassion +6
			Grate it and simmer it	Success	Compassion 8
			Hide it under the plate	Failure	Compassion +6
		Cock-a-doodle bird's fluffy cloud omelet	Use less oil	Failure	Inclusiveness +6
			Cook it without stirring	Failure	Inclusiveness +6
			Cook it over low heat	Success	Inclusiveness +8
	Maria is here.	Bidō Bird with Red Herb Roast	It has a taste full of love	Failure	Tolerance 6
			Make it spicy?	Success	Inclusiveness +8
			It should be salty.	Failure	Inclusiveness +6
		Vegetable Stew	Let's use only the top part.	Success	Inclusiveness +8
			Let's try mixing it!	Failure	Inclusiveness +6
			Let's add some seasoning.	Failure	Inclusiveness +6
		Fish Wrapped in Bread	Wrap it up whole in bread.	Failure	Inclusiveness +6
			First, remove the fish skin.	Success	Tolerance +8
			Stick it into the bread.	Failure	Tolerance +6

*1: Can only be selected when you possess "Red Fragrant Herb," "Bido Bird Meat," and "Clean Drinking Water." Selecting it will obtain "Bido Bird with Red Fragrant Herb Roast."

Canyon Courage Test

When you speak to the hot-blooded young man in Martira's street square, you can take on a courage test by tying yourself to a rope and diving into the canyon. At first, only "Easy" is available, but each time you clear it, a new difficulty becomes available. The entry fee also differs depending on the difficulty. The success rate is determined by the difficulty and your Courage rank, so once you go, all you can do is hope you succeed. Even if you fail, your Courage increases, but once you clear "Hard," you can no longer attempt it. Note that clearing "Hard" is a trophy requirement (p. 106).

Mechanics of the Canyon Courage Test

- Available at any time
- Initially, only "Easy" is available
  - Clearing it unlocks the next difficulty
  - Once "Hard" is cleared, it can no longer be attempted thereafter
- The success rate changes depending on your Courage rank
- Rewards differ for success and failure
  - Success: Courage +10, Foreign Coin
  - Failure: Courage +8, Gambling Hall Silver Coin

Success Rate for the Canyon Courage Test

Difficulty	Challenge fee	Success Rate				
		Courage Rank 1	Courage Rank 2	Courage Rank 3	Courage Rank 4	Courage Rank 5
Easy	250	50%	100%	100%	100%	100%
Normal	375	25%	50%	100%	100%	100%
Hard	500	1%	25%	50%	100%	100%

Metaphor:

Free-Diving Contest

On any daytime that is not bad weather, if you talk to the brash young man in the trading market of Bri Haven, you can take part in a free-diving competition. In the free-diving competition, regardless of the choice, you will always gain Courage +10 and 5,000 Reeve. You can challenge this match only once. Of course, taking on the challenge advances time.

How the Free-Diving Competition Works

- Can be challenged only once during daytime in weather other than bad weather
- Regardless of the choice, you gain Courage +10 and 5,000 Reeve

Beach

At the beach on Virga Island, an event where you gaze at the sky with Gallica occurs only on sunny days until 09/25. There are four event variations: daytime and nighttime on even-numbered days, and daytime and nighttime on odd-numbered days. When it occurs for the first time, special events can be seen on odd-numbered daytime and even-numbered nighttime.

Beach Increase Values

Time of Day	Date	Kingly Virtues
Stage	Odd days	Insight +13
	Even days	Insight +11

Time of Day	Date	Kingly Virtues
Night	Odd days	Imagination +11
	Even days	Imagination +13

Beach Mechanics

- Only available during the daytime and only when it is sunny, until 09/25
- Events change between day and night, and between odd and even days
- The first daytime visit always triggers the Dragon Crystal event
- The first nighttime visit always triggers the Meteor Shower event
- The Kingly Virtues that increase differ between day and night

Opera House

The opera house in Altaberry becomes available for performances at night from 09/26 onward. For 1500 reeves per visit, you can choose from five different performances. The Kingly Virtue that increases differs depending on the performance.

It is important to choose a performance that suits your purpose. By the way, the operas performed at the opera house each have their own independent story. Therefore, it is perfectly fine to watch them in any order.

Opera House Repertoire

Repertoire	Kingly Virtues
The Boy and His Three Retainers	Persuasion +15
Courtship of the Eccentric Princess	Insight +15
A Fairy's Returned Favor	Compassion +15
The King and the Knights of the Table	Courage +15
The Hooded Girl	Imagination +15

Opera House Mechanism

- Available from 09/26
- Available only at night
- 1,500 Reevis per use
- Select one performance from the lineup and watch it

Snow sculpture making

After 09/13, if the weather is sunny or cloudy, during the day in the era of terror, talk to the clumsy man in the plaza in front of the Altaberry Opera House to try making a snow sculpture. Which snow sculpture to make is determined by the choices, and the choices combination will complete one of three snow sculptures. Any snow sculpture increases Imagination, but completing the Jack Frost snow sculpture gives the biggest increase of all.

Types of snow sculptures

Snow sculpture	Choices			Kingly Virtues
Cat	Small and slender	They have triangular ears	Sense of reality	Imagination +13
Jack Frost	Round and stout	It has a pointed hood	Vitality	Imagination +15
Snowman	If "Cat" "Jack Frost" is not completed			Imagination +11

Events that occur on specific days

There are events that occur on specific days, such as the day after docking after battling the giant sea beast Homo Sabara, the day before departing from Virga Island for Altaberry, or the day before boarding for Tyrant Planet, where Louis awaits. If you choose one person from among those specified for that day and speak to them, you can obtain an item corresponding to that character. There are also events that are exclusive to that day, so a

Whether to prioritize item performance or character events is up to the player.

Mechanism of events that occur on specific days

● Occur on 08/16, 09/06, and 10/25

・Talking to specific people triggers an event ・On 08/16 and 09/06, only one person can be chosen ・On 10/25, all people with Supporter Rank 8 can be chosen

◎Obtain an item from the person you spoke to

© Event List for 08/16

Characters		Choice (1)	MAG	Obtained Item	Effect
Gallica	A	Maybe so	600	Rainbow Scales	Accessory: All stats +5 when equipped
		Sounds fun	600		
	B	Not little at all	450		
		It's tiny, though.	450		
		You're awfully honest.	1000		
Strohl	A	Aren't you my partner?	1000	Raden bracelet	Accessory: All stats +5 when equipped
		You're the younger brother.	1000		
		Big brother?	600		
Hulkenberg	A	We have companions with us now, too.	1000	Unicorn Whale Horn	Accessory: All stats +5 when equipped
		The prince is alive	1000		
	B	It's okay	450		
		"I want to hear stories about your travels	450		
		Do you like the sea?	250		
Heismay	A	It's relaxing	450	Falco's Ankle Ring	Accessory: All stats +5 when equipped
		I'm getting bored...	250		
	B	It couldn't be helped	0		
		I was wrong	1000		
		Don't worry too much.	250		
Junah	A	Well, it's a bit...	250	Pearl Stacked Ring	Accessory: All stats +5 when equipped
		If anything goes	450		
	B	Well, just in case...	450		
		It's not that much time	450		
		How do you feel?	1000		
Basilio	A	Were you practicing?	600	White Sand Rose	Accessory: All stats +5 when equipped
		I guess you trust them.	600		
		It looks like you could swim	600		
Fidelio	A	That's right	250	Wooden Whistle	Accessory: All stats +5 when equipped
		I don't mean that	250		
	B	You're suspicious	0		
		My body moved on its own	250		
		What are you plotting?	0		

*1: Choices that do not grant MAG are not listed

List of events on 09/06

Characters		Choice (1)	MAG	Obtained Item	Effect
Gallica	A	Watching over	250	Whalebone Staff	Mage weapon: Restores 2 MP each time your turn comes around
		Giving a trial	250		
		I don't know	450		
	B	It looks achievable	450		
		I'm not scared, but...	250		
	o	That's a good idea	450		
		I wonder if it'll work...	450		
	D	To the success of the journey	1000		
		For the safety of my companions	1000		
		Get along with Gallica	1000		
	E	Thank you	600		
		Depending on the item	600		

Metaphor:

• Event list for 09/06

Characters		Choice (*1)	MAG	Obtained Item	Effect
Strohl	A	That's unusual	450	The Greatsword of the Deceased Pirates	Weapon for Warriors: Recovers 2 MP each time your turn comes
		I think I understand	600		
	B	About the country...	450		
		About our companions' safety...	450		
		I forgot	450		
	C	I can't imitate that	450		
		Did you go there to be flirted with?	○		
	D	Is it okay?	600		
		Can it be used?	600		
Hulkenberg	A	The prince's safety?	450	Driftwood Spear	Weapon for knights: Restores MP 2 every time your turn comes up
		The safety of our companions?	600		
		A delicious meal?	450		
	B	Thank you	600		
		...Looks strong	600		
Heismay	A	Not that one	450	Silent	Thief weapon: Recover 2 MP each time your turn comes around
		Maybe even that one could be made to happen	250		
		Rather, it looks powerful	250		
	B	Thank you	600		
		Could it be done...	600		
Junah	A	Do you hate asking the gods for help?	250	Fashionable fan	Weapon for Masquerader: Each time your turn comes around Recover 2 MP
		So like Juna	450		
	B	Happy	450		
		Show me already.	450		
Eupha	A	About the country...	600	Miko Dance Staff	Summoner weapon: Recovers 2 MP every time your turn comes around
		About my companions...	600		
		About Eupha...	600		
	B	What do you mean?	250		
		Eupha is special too	600		
	C	Thank you	600		
		I'll treasure it	600		
Newras	A	So you like drawing	250	Prototype Ballista No. 2	Artillery weapon: Recovers MP 2 each time your turn comes around
		Quite artistic, aren't you	450		
	B	It goes both ways	450		
		What's with you all of a sudden?	○		
	C	Will God get angry?	250		
		Embarrassed?	250		
		Don't mind it	600		
	D	Thank you	600		
		Looking forward to it	600		

*1: Choices that do not grant MAG are not listed

List of events on 10/25

Archetype	Characters		Choice (*1)	MAG	Obtained Item	Effect
Magician	Gallica	A	Is it the way they look?	250	Soothing Fragrance Pouch	Add "MAG +5" to the archetype correction value for the Mage line.
			Because they seem like a good person?	450		
			I don't know	250		
		B	The true king?	450		
			What do you mean?	250		
Warrior	Strohl	A	How lavish.	450	Short sword with the family crest	Add "STR +3, END +2" to the Warrior-type Archetype modifier value
			Bring it on.	600		
			Is this the last supper...	250		
		B	A peaceful country	450		
			A country where no one cries	450		
		C	I won't give up on my ideals	1000		
			Even so, we have no choice but to do it	600		
Knight	Hulkenberg	A	Fought Rodante	250	Notes on the Knight's Code	Knight-type Archetype bonus Add "Endurance +5" to the value
			Was ambushed	450		
		B	Have a strong heart	○		
			Ignore fear	○		
			Living with fear	600		
		C	Rather, I'm proud of it	450		
			I think I've become stronger	450		
		D	Did you finally realize it?	1000		
			I look forward to working with you from now on as well	1000		
Thief	Heismay	A	Wouldn't it be mental unification?	250	Gray Star Stone Bracelet	Thief-type Archetype bonus Add "Speed +5" to the value
			Worried about a hangover	250		
			I'll have one too...	450		
		B	Tastes better?	1000		
			Have you been drinking too much?	450		

List of events on 10/25

Archetype	Characters	Choice (*1)		MAG	Obtained Item	Effect
Masked Dancer	Junah	A	I'm sure of it.	450	Erika's Flower Bookmark	Masked Dancer-type Archetype bonus values add "Mag +3, Agi +2"
			It's not just singing	600		
		B	I didn't say anything	450		
			I'll accept it myself	600		
			Sorry...	250		
		C	Got it	1000		
			Look forward to it	1000		
Summoner	Eupha	A	I'm prepared	1000	Ripple Shell	Add "Strength +3, Magic +2" to the summoner-type archetype bonus values
			We have no choice	1000		
Berserker	Basilio	A	That's how it is	250	Golden Perfumed Ointment	Add "Strength +5" to the berserker-type archetype bonus values
			What was it that you didn't do?	0		
		B	I'll change it	1000		
			Are you giving up?	1000		
Artillery	Newras	A	You're a poet.	250	Electrical crystal specimen	Artillery-type archetype modifier Add "Strength +3, Agility +2" to the values
			Nueras's future too.	450		
		B	"Was"?	250		
			If it's empty, it should already be able to fly.	250		
		C	That's cool.	1000		
			What are you making?	600		
Healer	Maria	A	Take your time.	250	Handmade amulet	Adds "MAG +5" to the corrective value for the Healer-type Archetype
			There was a lot going on, huh	250		
		B	I'll think about what I can do	450		
			It's okay because everyone's here	250		
		C	Everyone will surely feel at ease	450		
			That's a good idea	450		
		D	I'll come back as the king	1000		
			I won't lose	1000		
Martial artist	Catherina	A	What does "classroom" mean?	0	Wooden doll	Add "Strength +2, Agility +3" to the martial artist archetype bonus values
			It is Cazelina's own power.	250		
			Congratulations	450		
		B	Want to move?	250		
			Change jobs?	450		
		C	I'm counting on you	450		
			I'm prepared	450		
		D	Got it	1000		
			I don't know	1000		
Clown	Alonzo	A	Thanks for that time	250	Mysterious silver coin	Clown-type Archetype modifier Add "Endurance +3, Luck +2" to the value
			I didn't think you'd stay?	450		
			Are you planning to come back to life?	450		
		B	I know	250		
			That's what I'm hoping for	450		
		C	That's reassuring	1000		
			Are you serious?	600		
Strategist	Bardon	A	Do you have something on your mind?	250	Light of Desert Glass	Tactician-type archetype modifier Add "End +3, Agi +2" to the stats
			You look tired	250		
			Don't rush.	0		
		B	That sounds difficult.	250		
			Bardon can do it.	450		
		0	We'll just have to ask around patiently.	250		
			Still don't know.	0		
		D	That's reassuring	1000		
			That's a good idea.	1000		
Merchant	Brigitta	A	Sounds interesting.	450	Burgett's chest ornament	Merchant-type Archetype adjustment Adds "Luck +5" to the value
			So what are you...?	0		
		B	Start a toy shop?	250		
			I'm sure of it.	450		
		C	Reliable	1000		
			I'll leave that side to you	1000		
Seeker	More	A	I'll definitely win	250	White Crow Feather Quill	Seeker-type Archetype Supplement Add "All Abilities +1" to the base value
			It might be tough	0		
		B	Couldn't it be someone other than me?	250		
			I'm expecting a reward	450		
		C	You're in a hurry.	250		
			I've heard that itinerary somewhere	250		
		D	No problem.	1000		
			It can't be helped.	1000		

*1: Choices that do not grant MAG are not listed

Metaphor

Dungeon

The dungeon is a maze-like field where enemies roam, and its controls differ from those in town (P.038). Inside the dungeon, there are not only enemies, but also various mechanisms, treasure chests, gathering points, and more. When you begin exploring a dungeon, time always passes, and when you leave, you are forced to choose whether to return to town or set up camp. In addition, there are some dungeons that can no longer be explored once this operation is completed.

Dungeon Mechanics

- Time passes when you begin exploring
- When you go outside, choose whether to return to camp or to town
- Treasure chests, gathering points, and enemies appear
- There are also dungeons that cannot be explored after completing this operation

Mechanisms

In dungeons, switches may be placed on walls, and activating them triggers mechanisms that open doors or lower floodgates. Activating mechanisms is essential for exploring deeper into a dungeon, so if you lose track of where to go next, first look for a switch. Some mechanisms can also be activated repeatedly.

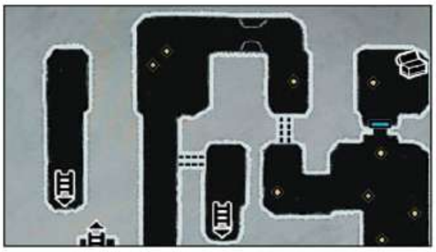
How mechanisms work

- Location is marked on the map
- When activated, part of the map changes
- those that can be activated only once and those that can be activated any num
- There exists something that can do it

Hidden Passage

If there is no visible way forward, a hidden passage may be provided. A hidden passage is a hole about knee-high to the protagonist, concealed in dungeon walls or gaps between rubble. Examining it lets you move to a passage on the other side. Hidden passages are と、

easier to find because they glow when you use Fairy Eyes.



It will start appearing on the map. But if you use it, it will be shown on the map with a dotted line. Although it is not listed, once Undiscovered shortcuts are shown on the map where the boss is. The Magura Hole is along the way, Pla

Magla Hole / Phantom of the Plateau

Normally, you cannot save inside a dungeon, but if you inspect the inside of a Magla Hole or a Phantom of the Plateau, you can save. You can also return to the dungeon entrance or travel between Magla Holes. When you are worn down during exploration, make use of these to go back to camp and recover.

Use it for replenishing and saving. It is often located just before the Supplement phantom is in the

What You Can Do at a Magla Hole

- Save
- Moving to Akademia
- Conversation
- Moving between Magla holes
- Escape the dungeon

What You Can Do in Plato's Phantom

- Save
- Moving to Akademia
- Escape the dungeon

Treasure Chests and Gathering Points

Dungeons contain many treasure chests and gathering points. Treasure chests are displayed as icons on the map. Items can only be obtained once, but the icons remain on the map even after opening them, so they can also serve as a marker for whether you have passed by. There are also enemies disguised as treasure chests, but Gallica's Fairy Sight can see through them. Make it a habit to use Fairy Sight to check before opening them. Also, defeating a disguised enemy will yield items. Meanwhile, gathering points glow bluish-white ϕ

3 It is placed as an object, and this should also be examined You can obtain items by doing so. However, unlike treasure chests, they disappear after being inspected once.

Treasure Chest / Gathering Point Mechanics

《Treasure Chests》

◎Displayed on the map as a treasure chest icon

〇Open them to obtain items

◎After opening, the icon remains on the map

《Gathering Points》

◎Displayed on the map as a blue light

〇Inspect them to obtain items

◎They disappear from the map after the item is obtained

Don't be intimidated; challenge it to battle. Since you can get items, don't be afraid.

The nt is shining gold.

Collection point for Gold Friday (P-051)

Collection of Relics

In the process of progressing through Nueuras's Supporter event, you will need to obtain six types of relics hidden in dungeons around the world. When you approach the entrance of the dungeon where a relic is placed, Gallica will tell you about the relic's existence in conversation. They are also displayed on the map as destination icons. Use these as markers and explore the map. By the way, the relics are inside treasure chests.

How Pickling Works

〇There are 6 in total

⬤When you enter a hidden dungeon, Gallica will let you know it exists

⬤ Required for Neuras's Supporter event

Choice of Return and Camping

After exploring the dungeon, when you try to leave, Gallica asks whether you want to return or camp. If you choose "Let's head back to town for now," you can move to the town that is currently your base. After moving, you cannot take any nighttime actions, and time advances straight to the next day. On the other hand, if you choose "I want to camp," you will spend the night near the dungeon. At this time, you can interact with your companions (P.079), and you can also use the Armored Tank's facilities. The next day, you can choose whether to re-explore the dungeon you were exploring before camping or head to another location.

Return and Camp Mechanics

《Return》

◎ Return to your base ◎ After returning, it becomes the next day

《 Camping >

● Choose from two actions for the next day

・Explore the same dungeon

・Move to a different location

● Regardless of your choice, you are fully restored

GAME SYSTEM

Armored Tank

The means of travel for the protagonists participating in the Royal Tournament. The Armored Tank is equipped with various facilities. Here, we explain the tank's amenities and interactions with companions.

GAME SYSTEM

Mobile base: Armored Tank

The Armored Tank is the protagonists' means of travel and base as they participate in the Royal Tournament. It becomes available from 06/24, when they begin traveling toward Martira. From then on, when moving outside of town, you will act inside the Armored Tank. At that time, you can perform exclusive daytime and nighttime actions.

The one who drives it is a nobleman and Ras. The protagonist and his companions, his ai An armored tank engineer named New They will end up being saved by Dea.

GAME SYSTEM

Movement by Armored Tank

Movement by armored tank is broadly divided into two types: event movement and optional movement. In the former, you travel along a set route over a certain period of time. In the latter, you need to examine the round table installed inside the armored tank and specify your destination via "View Route Map." After that, movement toward the destination begins. Travel can sometimes take several days.

While traveling, daytime actions occur, and if you arrive at your destination within the same day, you will perform actions at the destination after the daytime action. If you do not arrive at the destination, then nighttime actions occur afterward. Also, after each action, battles may occur depending on the route and duration.

How Movement by Armored Tank Works

- Can be done by examining the round table inside the armored tank
- Select your destination with "View Route Map" to begin moving
- The number of days required to reach the destination varies depending on the route.
  - ・If traveling over several days, camping will occur ・Once flight becomes possible, the number of days required will be reduced
- Battle may occur while traveling

Transfer Magic

From 06/29 onward, if you open the town map and then press the R1 button, you can use transfer magic on the world map to move to each city. You can only travel to towns you have already visited, and you can also specify the area at your destination. Transfer magic does not advance time and can be used any number of times in a single day. However, it cannot be used while the armored tank is being used for another purpose, such as traveling toward a destination or during events.

Mechanics of teleportation magic

- Available from 06/29
- ◎Can move to a base city
  - ・You can specify a particular area of the city
- ◎Using it does not cause time to pass

Local village

The armored tank can travel not only to cities and dungeons, but also to local villages. In local villages, you can gather information and shop. Some items can only be bought in certain villages, so be sure to stop by. Also, you can stop at villages along the route to your destination without canceling the journey. After visiting a village, you can return to your base, but if you have not explored a dungeon that day, a night action will occur.

Mechanics of Local Villages

◎Scattered across the world map

●Only shops and conversations are present

- Shopping does not cause time to pass
  - If you return to the base, time passes

Battle in the armored tank

Battle may occur while traveling in the armored tank. This battle is always a command battle, and the enemies that appear are determined by the time period and route. Also, it often does not end in a single fight and may become a series of consecutive battles. There is no warning before an encounter, and you cannot flee, so depending on your Archetype combination, you may be forced into a tough fight. Therefore, while traveling in the armored tank, it is best to have your current party arranged into your strongest combat lineup. Note that no matter how much you are worn down in this battle, you will be fully recovered after the battle ends. Use your skills without hesitation.

Mechanics of Battles in the Armored Tank

◎Battles triggered by the route you take are predetermined

- The enemies that appear change depending on the time period
- Some routes trigger consecutive battles

- Command battles only
- Escape is not possible

◎You are fully recovered after the battle ends

Rival Candidate's Armored Tank

On the world map, rival candidates' armored tanks may be anchored. When moving to a destination, if one of these rival candidates' armored tanks is on the route, a battle will occur. The rules for the battle are the same as in a normal armored tank battle. Escape is not possible, so prior preparation is important. Basically, you cannot designate it as a destination for the armored tank, but once the armored tank can fly, any place reachable in flight form can be designated.

The mechanism of the opposing candidate's armored tank

- Appears at a specific location for a certain period of time
- If you are on the Armored Tank's route, you will be forced into battle
- You can also directly specify the destination

●Otherwise, it is the same as "battle on the Armored Tank"

⬆ Cazerina must be fought up to three times, and if you win, your Supporter rank will increase (p.136). Note that the location of the third battle changes depending on the period, so you should check before fighting.

⬆ The armored tanks of the rival candidates are displayed on the world map. When deciding where to travel, if you first check whether a rival candidate's armored tank is on the route you plan to take, you can battle more efficiently.

Scenic View

While traveling in the armored tank, when you approach certain points, a scenic-view event occurs. Scenic-view events let you admire the beautiful sights within the kingdom and also interact with your companions. In addition, your Insight increases by +10, and you can also obtain a souvenir for Maria. Also, the armored tank

Once flight becomes possible, the routes for discovering some scenic views change.

How scenic views work

- Unlocked by passing through points while traveling
- When unlocked, Insight +10
  - If Insight Rank is 5, you obtain "Hero's Light Leaf"
- You receive a painting as a souvenir for Maria

Scenic View List

Tree of Prophecy

Exists along the route when traveling from the royal capital to Martira.

White Night Desert

On the route when moving from Martira to the
It exists along the route when moving.

A city turned to ruins

Exists along the route when traveling to Brilehaven

Great Waterfall of Strange Statues (※1)

It exists on the route when heading to the tomb. From Braidhaven to the Tomb of Lame

Towering seawall

Exists along the route when heading to Virga Island. From Brilehaven to Virg

Plant Circuit Cave (*2)

It exists along the route when heading to the Tower of Blind Faith. From Virga I

A vividly colored sea

Heading from Virga Island to the Ritual Site
Exists along the route when heading.

Colerodio Cliffs

It exists along the route when moving. From Virga Island

※1: Even after flight becomes possible, it can be discovered by traveling from Braidhaven to the Tomb of Lamentation
*2: When flight becomes possible, it can be discovered by heading from Virga Island to the Dragon Palace Temple

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- Spectacular Views at a Glance

Vast Graveyard

It exists along the route when moving. From Virga Island

The Intersection of Autumn and Winter

Exists along the route when heading there. From Altaberry to the Ever-Ice Fo

Withered Heritage

Exists along the route when heading there. From Altaberry to the Tower of Insolence

Maribero Quarry

Exists along the route when heading there. Traveling from the Capital to the Unidentified Ruins

GAME SYSTEM

Facilities in the Armored Tank

The armored tank contains numerous facilities, and depending on the facility used, various benefits can be obtained. The facilities and the benefits they provide are as shown in the table below. Be

The available facilities increase as the story progresses. Also make sure you understand which ones advance time when used and which ones do not.

List of Armored Tank Facilities

Facility	Availability Period	Timing of Use	Time period	Overview	Stat Increase	Page
Available from the start at the Round Table		Anytime	Anytime	Check the route and specify the destination	—	P.073
Laundry	From the start	While traveling	Anytime	Do the laundry	MP (Protagonist)	P.073
Interior cleaning	From the start	While moving	Anytime	Clean the designated area	HP (Protagonist)	P.073
Reading	From the start	While moving	Anytime	Read	Change with books	P.074
Food storage	From the start	Anytime	Anytime	Obtain ingredients	—	P.075
Cooking	From the start	While moving	Anytime	Prepare dishes for which you have the recipe	—	P.075
Tending plants	(*1)	While traveling (harvesting is possible at any time)	Anytime	Plant seeds and cultivate plants	—	P.076
Prayer	(*2)	While moving	Anytime	Offer prayers at the household altar	MP (Companion)	P.076
Catch Insects by the Campfire	From the start	While moving	Night	Catch insects that come near the campfire	—	P.076
Restroom	From the start	Anytime	Anytime	Use the toilet	Luck (Protagonist)	P.076
Bathroom	After 07/05	Anytime	Anytime	Take a shower and clean up	EXP (Protagonist)	P.076
釣り	After 08/14	While traveling the sea route	Daytime	Go fishing	—	P.077
Barrel bath	After 07/17	While moving	Night	Take a bath to relieve fatigue	Changes with bath additives	P.077
Bed	From the start	While moving	Anytime	Rest	—	P.077

*1: After defeating Homo Jarzo　※2: After defeating Homo Margo

Depending on the day of the week you use it, what you can ob
There are also facilities where what you can obtain changes.

There are also facilities that cannot be used when the route yo
There are also facilities that cannot be used.

Metaphor:

Round Table

The round table in the operations room is a facility used to specify your destination when traveling by armored tank. You select a destination by choosing "View Route Map," but if you first select a quest in "Check Requests and Operations" and then press the button, you can choose as your destination a dungeon that satisfies the quest conditions. When you already know your destination, use this method. Note that while traveling by armored tank or at night, you can only check the route.

What you can do at the Round Table

- ●View Route Map: Specify the armored tank's destination
- ◎Check requests and plans: Check accepted requests and plans
  - You can specify the destination for requests on the "Route Map"
- ◎Check status: Check status with your allies

Laundry

Laundry is a facility available only while traveling; it increases the protagonist's max MP by +3 and also earns money. The amount obtained is determined by the companion that appears ...and whether it becomes a larger or smaller amount is random. Also, the allies that appear by day of the week vary depending on which allies have joined.

Allies that appear by day of the week

Allies joining	Allies that appear ※(1)				
	Tue	Wed	Gr	Iro	Rest
After Strohl joins	Stro	Stro	Sto	Sto	Sto
After Heismay joins	Stro Stro		Hai	Hai	Hai
After Basilio joins	Stro Baji		Bazi	Bazi	Hai

※1:Sto......Strohl Hai......Heismay Bazi......Basilio

Laundry reward

Companions	Result: Money		Stat Increase
Strohl	A	2500	Protagonist's max MP +3
	B	5000	
Heismay	A	2500	
	B	5000	
Basilio	A	4000	
	B	5000	

How the laundry system works

- Available anytime while traveling by armored tank
- The ally that appears changes depending on the allies in your party and the day of the week
- Protagonist's max MP +3
- ◎ Earn money
  - The amount varies depending on the ally that appears
  - Whether the amount is higher or lower is random

Interior Cleaning

Interior cleaning is an action that can only be performed while traveling in the armored tank. Basically, it can be used while moving, but in bad weather, deck cleaning is not possible. When used, the protagonist's maximum HP increases by +5 regardless of the area cleaned. In addition, two types of items are set for each area cleaned, and you can randomly obtain one of them. Some of the obtainable items, such as "Tail Bait," are not sold in shops, so it remains very worthwhile to use even in the late game.

Mechanism of In-Car Cleaning

- Available at any time while traveling by armored tank
  Cannot clean the deck in bad weather
- ○ Using it increases the protagonist's maximum HP by +5
- ◎ Obtain items based on the area cleaned
  - Two types of items are set for each location
  - Which one you obtain is random

Reward for cleaning the interior of the vehicle

Location	Result	Weather	Stat Increase	Obtained items
Cargo hold	A	Anytime	Protagonist's maximum HP +5	Tail ×2
	B			Fragrant ground powder ×3
Operations room	A	Anytime	Protagonist's maximum HP +5	Orgo sugar ×3
	B			Rich milk ×3
Deck	A	Except in bad weather	Protagonist's maximum HP +5	Bees x3
	B			Honey bees x3

Reading

While traveling in the armored tank, you can read the books on the bookshelves in the lounge at any time. Reading them increases the kingly qualities corresponding to the book. At first there are only two books, but more are added each time a companion joins.

◎ Timing when books are added

Title	Added when
Travelogue of the New World	Initial
Techniques to Make Them Nod	Initial
Of days gone by	After Heisame joins
*Do not look at the Secret Poetry Collection	After Junah joins
How to Walk Outside the Island	After Eupha joins
Copybook for Reading and Writing	After Basilio joins
Magical Future	Speak to Julian in Bryhar Ven between 07/23 and 08/12 (P.056)

Travelogue of the New World

Number of times	Choices	Kingly Virtues
First time	Regardless of the choice	Imagination +10
Second time	It's a dragon's corpse	Imagination +8
	It's a castle	Imagination +10
	They're both made-up stories	Imagination +8
Third time	Beautiful	Imagination +10
	Feels dangerous	Imagination +8
	Seems safe	Imagination +8
Bonus	—	Imagination +10
After finishing reading	—	Imagination +10

Techniques to Make Them Nod

Number of times	Choices	Kingly Virtues
First time	To defeat in one blow	Persuasiveness +8
	To gain the upper hand	Persuasion +10
	To leave no opening	Persuasion +8
Second time	Stare silently	Persuasion +8
	Pretend to cry	Persuasion +8
	Scare them	Persuasiveness +10
13th time	Beg no matter what	Persuasion +10
	Be cold	Persuasion +8
	Shout at them	Persuasion +8
Bonus	—	Persuasion +10
After finishing reading	—	Persuasion +10

O-Magical Future

Number of times	Choices	Kingly Virtues
First time	That's a good idea	Knowledge +8
	People would be troubled	Knowledge +10
	Life matters more than living things	Knowledge +8
Second time	That's a good idea	Knowledge +8
	It seems difficult to do right away	Insight +10
	Things can stay as they are for now	Insight+8
13th time	I see.....	Insight+8
	Better to be destroyed	Insight+8
	Should keep living and thinking	Insight +10
Bonus	—	Insight+10
読了後	—	Knowledge +10

If you speak to Julian in Brilehaven between 07/23 and 08/12, you can obtain "Magical Future." The book is considered completed after reading it three times, and as a bonus, your Kingly Virtues will increase additionally.

How Reading Works

- Available anytime while traveling in the armored tank
- The number of books you can read increases as companions join
  - "Magical Future" can be obtained by speaking to Julian (P.056)

◎Reading it increases the corresponding kingly qualities

○Reading the same book three times counts as having finished it

- If it has been finished, the kingly qualities increase additionally

Of days gone by

Number of times	Choices	Kingly Qualities
1 to 3 times	—	Tolerance +10
Bonus	—	Tolerance +10
After finishing reading	—	Tolerance +10

* Secret Poetry Collection * Do not look *

Number of times	Choices	The Qualities of a King
1~3 times	—	Courage +1
Bonus	—	Courage +1
After finishing reading	—	Courage +1

How to Walk Outside the Island

Number of times	Choices	The Qualities of a King
1 to 3 times	—	Compassion +13
Bonus	—	Compassion +1
"After reading	—	Compassion +13

Reading, Writing, and Example

Times	Choices	Kingly Virtues
1 to 3 times	—	Imagination +13
Bonus	—	Imagination +13
"After reading	—	Imagination +13

↑ In the three books, "New World Travelogue," "The Art of Rule," and "Magical Future," choices appear while you are reading. The increase in Kingly Qualities changes depending on the choice you make, so answer carefully.

Food storage

You can obtain ingredients from the pantry whenever you can go inside the Armored Tank. There are five ingredient sets available, and each set consists of multiple ingredients. Obtaining ingredients from the pantry can only be done once per day, and which set you receive is determined randomly. Since you can get them even when not traveling, once the date changes, head to the Armored Tank first and check the pantry.

Ingredients obtained in the pantry

Set	Ingredients	
A	Iwamame ×1	Gaisen Mushroom ×1
B	Clean Drinking Water ×1	Mora rabbit meat ×1
C	Bido Bird Meat ×1	Red herb ×1
D	Orgo sugar ×1	Brai salt ×1
E	Rich milk ×1	Fragrant ground flour ×1

How the pantry works

- Available at any time
  - Can be used once per day
  - If you check the food storage, you will randomly obtain one of sets A–E

Cooking

While traveling on the armored tank, you can cook in the kitchen at any time. You can cook once during the day and once at night, and cooking advances time. If Maria learns the ability "Mastery of Time-Saving Cooking," she will be able to cook without time passing. To cook, you need to have both the recipe and the ingredients; recipes increase as companions join. You can also make multiple items at once, but the amount of ingredients consumed increases באתחו to the number made. Also, if Maria learns the ability "Tips for Cooking," one extra finished dish will be produced.

How Cooking Works

- Available at any time while traveling on the armored tank
  - Available both during the day and at night
- ◎Only dishes for which you have learned the recipe can be made
  - Recipes increase as allies join
- Cooking causes time to pass
  - If you learn Maria's ability "The Art of Time-Saving Cooking," time will no longer pass

Cooking List

Recipe	Ingredient 1	Quantity	Ingredient 2	Quantity	Ingredient 3	Quantity	Learned
Bidō Bird with Red Herb Roast	Bidou bird meat	1	Clean Drinking Water	1	Red herb	1	Can be created from the beginning
Rabbit Antidote Roast	Mora Rabbit Meat	1	Orgo Sugar	1	Clean Drinking Water	2	Can be created from the beginning
Rabbit Stew	Mora Rabbit Meat	1	Brai Salt	2	Mild Milk	2	Can be created from the beginning
White Fish Herbal Plate	Funya Funa	2	White Peach Turnip	2	Gaisen Mushroom	1	Can be created from the beginning
Critical Ash Dumpling	Sandworm Meat	1	Rock Beans	1	Red herb	1	Can be created from the beginning
Barely-There Braised Pork Belly	Giant Belly Meat	1	Brai Salt	1	Clean Drinking Water	3	Can be created from the beginning
Sure-Hit Fermented Pork Belly	Enchanted Flower Nectar	1	Giant Belly Meat	1	Silky Smooth	2	Can be created from the beginning
激堅 Black Bread	Je Scale Powder	1	Enchanted Flower Nectar	1	Fragrant Ground Powder	3	Can be created from the beginning
Invincible Noodles	Fragrant Ground Powder	1	Bidou bird meat	2	Tou Honeybee	1	Hai-Zame Joins
Healing Bread	Fragrant Ground Powder	1	Mild Milk	1	Orgo Sugar	1	Hai-Zame Joins
Magical Bread	Mora Rabbit Meat	2	Rock Beans	2	Baku饿	1	Haisame Joins
Deadly Men	Brocade Koi	1	Monster Bone	1	Clean Drinking Water	3	Haizame Joins
Sweeter Than Poison, You...	White Peach Turnip	1	Gaisen Mushroom	1	Tou Honeybee	1	Juna Joins
呖★Love ★★★	Rock Bean	2	Brai Salt	2	Explosive Moth	1	Juna Joins
Secret Secrets	Legendary Lord	1	Mild Milk	2	Silky Smooth	2	Juna Joins
Omnipotent Golden Pot	Funya Funa	1	Mild Milk	1	Tou Honeybee	1	Eupha Joins
Strong Amber Pot	Brocade Koi	1	Empress Bee Honey Bottle	1	Red herb	3	Eupha Joins
Demonic Gorgeous Pot	Alta Berry Flour	1	Monster Bone	2	Legendary Lord	1	Eupha Joins
Fluffy Honey Sweet	White Peach Turnip	2	Alta Berry Flour	2	Tou Honeybee	2	Basilio Joins
Hard Honey Sweet	Alta Berry Flour	1	Empress Bee Honey Bottle	1	Orgo Sugar	2	Basilio Joins
"Supreme Spoonful	Legendary Master	1	Empress Bee Honey Bottle	3	Gaisen Mushroom	3	Prepare all other dishes

Tending plants

Since defeating Homo Jarzo, while traveling on the Armored Tank, you can grow plants in the Recreation Room's plant cultivator at any time. If you plant seeds obtained by buying them at a shop or otherwise, you can gain Archetype EXP the next day.

(A-EXP) Gainable items become harvestable. Planting seeds causes time to pass, but harvesting itself can be done without time passing. Also, harvesting alone is possible even when you are not traveling on the Armored Tank.

How Plant Care Works

- Available only while the Armored Tank is moving
- Can be used once per day
- ◎ Using it causes time to pass
- Harvestable from the following day onward

How Harvesting Works

- Can be done only once from the day after planting the seed
- No time passes
- ○ Obtain items corresponding to the planted seed
- You may be able to obtain additional items
  - Gaisen Mushroom
  - Tail Bait

Prayer

After Eupha joins the party, you can pray at the shrine in the lounge whenever you are traveling on the Armored Tank. Praying increases the selected ally's maximum MP by +5. It can be used once in the day and once at night, and time passes after prayer. The amount is small, but it is the only facility that can raise an ally's maximum MP. You can specify the same ally as many times as you like, so make active use of it.

How Prayer Works

- Available only while traveling on the Armored Tank
- ◎ Available once during the day and once at night
- ◎ Time passes when used
- Selected ally's maximum MP +5

Catch Insects by the Campfire

At night while traveling on the Armored Tank, or when you leave a dungeon, choosing "I want to camp" will set up camp. At this time, if you inspect the glowing orb floating above the campfire on the deck, you can catch insects. There are two types of catchable insects: the red orb is "Bak Moth," and the blue orb is "Tou Honeybee." Which one appears is determined at random.

How Campfire Insect Catching Works

- Available only during camping
- Can be used once per day
- ◎ Obtain one of two items
  - Bak Moth
  - Tou Honeybee

Toilet / Bath

Whenever you can enter the Armored Tank, you can use the toilet and the bath. Cleaning yourself in the bath, which becomes available from 07/05, increases the protagonist's EXP by +100 once per day. Also, using the toilet on a rest day increases "Luck" by +1, also once per day. Since these are among the few elements that can permanently raise parameters, don't forget to go to the toilet when a rest day comes around.

How the Toilet / Bath Works

- Can be used even when not traveling in the armored tank
- Available once per day
- Checking it increases your stats
  - Restroom: Protagonist's "Luck" +1 (rest days only)
  - Bath: Protagonist's EXP +100

and taphor

Fishing

While traveling by armored tank on the sea route around Virga Island during the day, you can fish from the deck as long as the weather is not bad. The types and number of items you can catch vary depending on the bait used and the choices made during conversation, but the choices that appear are randomly selected from three options regardless of which bait you use. Even after the armored tank becomes capable of flight, you can still fish by selecting destinations located at sea, such as the Dragon Palace Temple.

Fishing mechanics

◎ Available only during daytime while traveling by sea

- Available only in sunny, cloudy, or rainy weather
- The fish you can catch differ depending on the fishing bait
- The amount and additional items vary depending on the choices
  - Choices are randomly selected from three patterns, A to C

Fishing results

Bait to Use	Result	Obtained items
Worm Bait	Normal	Fluffy Funa, One Left Boot
	Success	Fluffy Funa ×2
	Great Success	Fluffy Funa, Empress Bee Honey Jar ×2
Grasshopper Bait	Normal	Brocade Koi, One Left Boot
	Success	Brocade Koi ×2
	Great Success	Brocaded carp, Empress Bee Honey Jar ×2
Tail bait	Normal	Legendary Master Fish, a single boot
	Success	Legendary Master Fish ×2
	Great success	Legendary Master Fish, Empress Bee Honey Jar ×2

Choices and results

Choices		Result
A	Try moving the bait in small, quick motions	Success
	Try moving the bait boldly	Great Success
	Stay still without moving it	Normal
B	Rely on sheer determination	Normal
	Pinch one's cheek	Success
	Deliberately give in to drowsiness	Great success
C	Take a rest	Success
	Let yourself sway too	Normal
	Keep in step with the fish's feelings	Great success

Barrel bath

A barrel bath is installed on the armored tank on the day you begin traveling from Martira to Brilehaven. The barrel bath is a facility that can be used at night while traveling in the armored tank, as long as the weather is not bad, and you can gain MAG. In addition, if you use bath additives at the same time, the protagonist's parameters will increase depending on the additive used. It would be a good way to boost your combat strength.

How the Barrel Bath Works

- Available only at night while the armored tank is moving
- Available only in clear, cloudy, or rainy weather

◎Using it grants MAG

- Using bath additives increases the protagonist's parameters

Effects of the Barrel Bath and Bath Additives

Bath Additive	MAG	Protagonist parameter increased
—	1200	—
Journey Bath Chronicle ~Friend of Life~	1200	Max HP +4
Prince's Embrace ~Forest Scent~	1200	Max MP +2
Thunder Old Man's Famous Hot Spring	1200	Strength +2
Niburuhei Hot Spring	1200	Magic +2
Hell Tour ~ Endurance Bath ~	1200	Endurance +2
Seasonal Citrus Spring	1200	迅 +2
Golden Juice	1200	Luck +2
Rainbow Bath Flower	1200	Strength +2, Magic +2 Endurance +2, Speed +2, Luck +2, Max HP +2, Max MP +2

Bed

While traveling in the Armored Tank, you can sleep in the bed at any time. The bed has no effect other than advancing time, so if possible, you should make effective use of your time by using other facilities that let you obtain items or increase parameters.

How the Bed Works

- Available only while traveling in the Armored Tank

◎Using it advances time

Conversations on the Journey

Conversations on the Journey are talk events that occur at night when the story progresses and you travel from town to town. Talking with an ally and conversing with them increases Imagination. The amount gained varies depending on the ally, so if you want to increase Imagination more, it's a good idea to choose Eupha. The events that occur are determined by the travel route, but if two or more events occur during a single trip, they will become generic events.

How the Journey Conversation Works

◎Occurs when traveling between cities in the story

◎Occurs at night

●Talk to an ally to trigger an event

・Doing so increases Imagination

・The amount of MAG obtained changes depending on the choice.

The Royal Virtue That Increases

Companions	Qualities of a king
Strohl	Imagination +10
Hulkenberg	Imagination +10
Heismay	Imagination +10
Junah	Imagination +13
Eupha	Imagination +15

Traveling between the Capital and Martira

Companions		Choices	MAG
Strohl	A	Strength isn't everything	450
		I had no companions	600
		Defeated by an even stronger power	450
Hulkenberg	A	"Cool"	450
		Never seen it before	250
		A little scary	450

・During travel between Martira and Brilehaven

Companions		Choices	MAG
Strohl	A	Even the underlings are strong	450
		Can also use powerful curses	250
		I'm stronger than you	250
Hulkenberg	A	Maybe so	450
		I don't really know	250
		That's a good analogy	600
Heismay	A	Even though I went through something awful?	450
		It's quiet, which is nice.	600
		The capital is more calming.	250

©Brighaven En route to Bylga Island

Companions		Choices	MAG
Strohl	A	A marauder.	600
		A reformer.	250
		I don't know	250
Hulkenberg	A	It's an obsession with food	600
		Do you like insect dishes?	450
		Fish was the local specialty	450
Heismay	A	I handed over the bounty target	250
		I made contact with Louis	600
		Various things...	450
Junah	A, I'm counting on you.	I'll do it.	600
			450
		I wonder if it's okay...	250

◎During travel between Virga Island and Altaberry

Companion options			MAG
Strohl	A	That's a good thing	600
		Actions speak louder than words	600
		Because there are many people in need	450
Hulkenberg	A	Calm down	250
		It had a刺激的 taste	600
		It was wavy	450
Heismay	A	Maybe so	450
		It's restrictive	250
		Not enough	450
Junah	A	Do you like lively places?	250
		Different	450
		Completely settled in	600
Eupha	A: Likewise	Nice to meet you again	450
			600
		Everyone is welcoming you	450

② General-purpose

Companions		Choices	MAG
Strohl	A	I'm fine.	450
		I can't sleep.	450
		I want some time alone.	250
	B	Are you a Seeker?	450
		Are you a Magician?	450
		Are you a Fighter?	600
Hulkenberg	A	Information	600
		These are possessions.	450
		Curiosity.	450
	B	I like cold weather.	450
		Hot weather is pretty nice too.	250
		I like intense things too.	450
Heismay	A	That had its own charm too.	600
		And there are no sandworms either.	450
		The bed is cramped	250
	B	I'd rather be alone	250
		I'd rather be with my companions	600
		Either one works	450
Junah	A	Is it that amazing?	450
		Let's sell it at a high price	250
		Let's mass-produce it.	250
	B	It's the eyes.	450
		Maybe the hair?	600
		I think it's clothes.	250
Eupha	A	I don't think I'll be able to remember it.	250
		It's an unfamiliar creature.	250
		Interesting.	600

Metaphor:

Interacting with Companions

While traveling by armored tank, on designated days, companion interaction events will occur. When you do these, time advances, but the corresponding King's Virtues for each event increase. The amount of this increase varies depending on the choices you make. You can also earn MAG determined by each choice. This MAG can be obtained all at once after the event ends. There are a total of four events; from the fifth time onward, no event will occur and only the King's Virtues will increase. Also, Hayzam's event always triggers a battle, so be sure to prepare in advance. Incidentally, if the conditions overlap with a Supporter event or a conversation during travel, an event other than companion interaction will take priority.

How Companion Interaction Works

◎ Occurs on the day specified in the schedule

◎ When you do it, the corresponding King's Virtues increase

- The amount of increase on the first time is fixed
- From the second to fourth times onward, the amount of increase changes depending on the choices
- From the fifth time onward, no choices appear and the increase is applied

◎ From the first to fourth times, the amount of MAG obtained changes depending on the choices

◎ Interaction with Hayzam triggers a battle

- The enemies that appear are determined by the period

Companion Interaction Event Schedule

Companions	Before 07/22			On or after 07/23			Intercity travel
	Day of the week	Weather	Time	Day of the week	Weather	Time	
Strohl	Anytime	Anytime	Day	Green, Iron, Rest	Anytime	Anytime	06/25 daytime, 07/17~19 daytime, 08/15 daytime, 09/07~09 daytime
Hulkenberg	Anytime	Anytime	Night	Fire, Water, Green	Anytime	Anytime	06/25 daytime, 07/17~19 daytime, 08/14 daytime, 09/07 daytime, 09/09 daytime
Hizame	Anytime	Anytime	Night	Anytime	Anytime	Night	—
Junah	—	—	Night	Anytime	Sunny, Cloudy, Rain	Night	—
Eupha	—	—	—	Fire, Iron, Rest	Anytime	Anytime	09/07~09 daytime
Basilio	—	—	—	Fire, Green, Rest	Anytime	Anytime	—
Newras	Anytime	Anytime	Night	Water, Iron, Rest	Anytime	Night	06/25 night

Bonding with Strohl (Weapon Maintenance)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	I don't know	—	Regardless of the choice, Courage +10	250
		Let me help	—		600
		I want to go on a journey	—		600
	B	I want to do something about it.	—		450
		That's rotten	—		450
	C	Do what needs to be done	—		250
		Sometimes I hesitate	—		450
		Just because...	—		450
Second time	A	The sharpness of the blade tip	Success	Courage +10	600
		The lightness of the blade	Failure	Courage +8	450
		The sturdiness of the handle	Failure	Bravery +8	450
Third time	A	Durability	Failure	Bravery +8	450
		Coolness	Failure	Bravery +8	450
		Intuition when held	Success	Bravery +10	600
Fourth time	A	Stop it	Failure	Bravery +8	450
		I wouldn't make such a blunder	Failure	Courage +8	450
		Any weapon is dangerous	Success	Courage +10	600
Fifth time onward	—	—	—	Courage +10	—

Interaction with Hulkenberg (Tactical Guidance)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	Impressive	—	Wisdom +10 regardless of the choice	450
		Strong	—		250
		What a painful past....	—		450
	B	That's good	—		450
		You can definitely do it	—		450
	C	It's an honor	—		450
		That's exaggerated	—		450
		Whichever of us is the captain...	—		600
Second time	A	Attack while defending	Success	Insight +10	600
		Prioritize defense	Failure	Knowledge +8	250
		Hold them off	Failure	Knowledge +8	250
Third time	A	Deploy broadly	Failure	Knowledge +8	250
		Break through at one point	Success	Knowledge +10	600
		Retreat	Failure	Knowledge +8	250
Fourth time	A	Heavy Infantry Unit	Failure	Knowledge +8	250
		Archer Unit	Failure	Knowledge +8	250
		Cavalry Unit	Success	Insight +10	600
Fifth time onward	—	—	—	Insight +10	—

Interaction with Hyzame (Guard duty)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	That must have been tough	—	Regardless of the choice or battle result, Compassion +8	450
		Is it okay to talk about it?	—		250
		The past is the past	—		450
	B	I'm glad to hear that	—		250
		I trust you too	—		450
	C	I'm sure you can do it	—		450
		The goal is to become the captain	—		600
	D	That makes me happy	—		450
		I wonder if that's true?	—		450
		Hizame is appealing too	—		450
Second time	A	Peace is best	—	Regardless of the choice or battle result, Compassion +8	250
		We can't let our guard down	—		600
		If you say things like that...	—		450
Third time	A	It takes years	—	Regardless of the choice or battle result, Compassion +8	250
		Prey to monsters	—		250
		I was managing somehow	—		600
Fourth time	A	That's some admirable spirit	—	Regardless of the choice or battle result, Compassion +8	600
		That must have been tough	—		250
		Nostalgic?	—		250
Fifth time onward	—	—	—	Increases Inclusiveness by +8 regardless of battle result	—

Enemies that appear in watchposts

Period	Pattern 1	Pattern 2	Pattern 3
07/05-07/22	Azure Elmenta	Azure Elmenta	Blue Elmenta ×2
07/23-08/18	Crimson Elmenta	Azure Elmenta	Crimson Elmenta Azure Elmenta
08/19 09/12	Emerald Elmenta	Crimson Elmenta	Emerald Elmenta Crimson Elmenta
09/13-09/25	Golden Elmenta	Emerald Elmenta	Gold Elmenta Emerald Elmenta
After 09/26	Light Elmenta	Golden Elmenta	Light Elmenta, Gold Elmenta

⬆ In interactions with Hulkenberg, her knightly high qualities as a knight can be glimpsed

⬅ The tolerance that rises through interactions with Hysame is smaller than in events where the qualities of other kings are increased. However, there is the benefit that you are always able to fight enemies of the Elmenta line.

Interaction with Juna (listening to her sing)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	I think I understand	—	Persuasion +13 regardless of the choice	600
		Is that so?	—		250
		That's difficult.	—		250
	B	Of the archetype?	—		250
		Unexpected	—		250
	C	Leave it to me	—		450
		I'm counting on you	—		250
		Let's do our best together	—		600
	D	What a strange fate	—		600
		That was pushing it after all	—		600
		Let's keep pushing ourselves like that in the future too	—		0
Second time	A	The song heard on stage	Failure	Persuasion +11	250
		The current song	Success	Persuasion +13	600
		I can't choose	Failure	Persuasion +11	450
13th time	A	World peace	Failure	Persuasion +11	450
		Let's do our best tomorrow too	Success	Persuasion +13	600
		I'm hungry	Failure	Persuasion +11	0
Fourth time	A	The singing is good	Failure	Persuasiveness +11	450
		Leave the applause to me	Success	Persuasiveness +13	600
		Decline	Failure	Persuasiveness +11	250
Fifth time onward	—	—	—	Persuasiveness +13	—

Bonding with Eupha (Meditation)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	Quite enjoyable	—	Creativity +15 regardless of the choice	450
		Can't concentrate fully	—		250
		Feels like I can see a different world	—		600
	B	What should I do...	—		250
		More calm than I expected	—		250
	C	You can definitely do it	—		600
		It's a necessary role	—		450
		I'll cheer you on	—		600
	D	What do you mean?	—		450
		Everyone was energetic from the start	—		600
		Maybe it's thanks to Eupha	—		250
Second time	A	Howl	Failure	Imagination +13	600
		Hold one's breath	Failure	Imagination +13	600
		Take a deep breath	Success	Imagination +15	600
Third time	A	Cross one's legs	Failure	Imagination +13	600
		Be aware of the numbness	Success	Imagination +15	600
		Endure it	Failure	Imagination +13	600
Fourth time	A	A burning campfire	Success	Imagination +15	600
		One sheep, two sheep...	Failure	Imagination +13	600
		A table laid out with a feast	Failure	Imagination +13	600
Fifth time onward	—	—	—	Imagination +15	—

Through your exchanges with Junah, you can learn about her feelings and mindset toward singing, as well as Junah's dream for the future. Respond properly to Junah as she opens up about what's in her heart, and aim to gain plenty of Royal Virtues and MAG.

Exchanges with Basilio (Physical Training)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	What do you want to do?	—	Regardless of the choice, Courage +15, Protagonist's max HP +5	250
		Go back to your old life?	—		250
		That's weak	—		250
	B	Enough	—		450
		That's fine	—		450
	C	Like a neighborhood vigilante?	—		600
		Like a hero of justice?	—		600
		Seems reliable	—		600
	D	Let's train together	—		600
		Besides training, too...	—		450
		It'll work out somehow	—		450.
Second time	A	That's what I'm hoping for	Success	Courage +15, protagonist's max HP +6	600
		I can only feel like we're going to lose...	Failure	Courage +13, protagonist's max HP +5	450
		It's already rough...	Failure	Courage +13, protagonist's max HP +5	450
Third time	A	I think I understand	Success	Courage +15, protagonist's max HP +6	600
		It's just rough	Failure	Courage +13, protagonist's max HP +5	250
		You're a weird one...	Failure	Courage +13, protagonist's max HP +5	250
Fourth time	A	Still in the growth phase.	Failure	Courage +13, protagonist's max HP +5	250
		It's not about appearances	Success	Courage +15, protagonist's max HP +6	600
		If anything, it can lull people into a false sense of security	Failure	Courage +13, Protagonist's max HP +5	450
Fifth time onward	—	—	—	Courage +15, Protagonist's max HP +5	—

Interacting with Neuras (power plant inspection)

Number of times		Choices	Judgment	Kingly Virtues	MAG
First time	A	I can't afford to cut corners	—	Wisdom +10 regardless of the choice	450
		You're surprisingly diligent	—		250
		Wouldn't that be troublesome?	—		600
	B	That's a wonderful idea	—		450
		Is it okay to share it?	—		250
	○	That's true	—		450
		It would be better if someone other than me could use it...	—		250
		Would you like to use it too, Neuras?			600
Second time	A	One drop	Failure	Knowledge +8	0
		Until the oil drips	Failure	Knowledge +8	0
		Until the grooves in the parts are submerged	Success	Knowledge +10	600
Third time	A	Polish with a dry cloth	Success	Knowledge +10	600
		Wipe with a wet rag	Failure	Knowledge +8	0
		Sweep with a broom	Failure	Knowledge +8	250
Fourth time	A	A silent power furnace	Failure	Knowledge +8	250
		Fragments lying on the floor	Success	Knowledge +10	600
		A foul odor that stings the nose	Failure	Knowledge +8	0
Fifth time onward	II	—	II	Knowledge +10	-

↑ Interaction with Neuras only occurs on the night of a specific day of the week.
Having interacted with him
If it's difficult, act deliberately.

← In Basilio's interactions, not only the qualities of a king but also the protagonist's maximum HP increase.
If you want to boost your combat strength, it's worth interacting with him repeatedly.

Metaphor

GAME SYSTEM
Akademeia

In Akademeia, you can study Archetypes, inherit skills, and create masks and vessels used for specific Archetypes. Here, we explain how it all works.

GAME SYSTEM
Studying Archetypes

Talking to More in Akademeia allows you to study Archetypes. The Archetypes you can study will increase based on Supporter events, story progress, and your current Archetype study status, and you can study them by spending MAG. The MAG cost varies by Archetype, and learning abilities reduces the MAG required to study them. Once you have studied an Archetype, you will not forget it, but each character must study it separately. Also, in principle anyone can study any Archetype, but only specific characters can study exclusive Archetypes.

How Archetype Enrollment Works

- Enroll by talking to More in Academia
  - When More's Supporter Rank reaches Rank 2 or higher, press the △ button in the main menu to enroll
- Enroll by consuming MAG
  - As your Supporter Rank goes up, the MAG required for enrollment decreases
- Archetypes available for enrollment increase when the conditions are met

GAME SYSTEM
Research Tasks

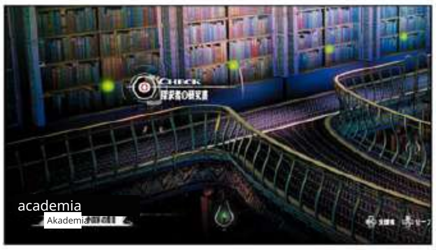
Research Tasks are Archetype-related quests given by More. Completing them increases More's Supporter rank. The task does not have to be completed by anyone other than the protagonist, and it can be completed at any time. If, when you report completion of a task, you have already met the requirements for the next task, you will complete that task as well in succession.

How Research Tasks Work

- Completed when anyone, including the protagonist, meets the conditions
- When completed, More's Supporter Rank increases
  - If the conditions for the next task have already been met, the rank will increase at the same time

GAME SYSTEM
Lectures and Archetype Explanations

Talking to More will give you a lecture about Archetypes. If you have any questions, be sure to take the lecture. Also, whenever the Archetype's origin form or battle-related systems are unlocked, the information available in the library of Academia will increase. Be sure to check that as well.



Check it once it's added. You can view the explanation of archetypes. In the bookshelves of the corridor surrounding it, the 2nd floor of Akademeia

Skill Inheritance

Skills learned by an archetype can also be used by other archetypes by inheriting techniques. Once you spend the MAG set for each skill, it becomes eligible for inheritance, and then equipping it makes it usable. Inherited skills can be freely equipped and removed, and you can inherit and equip techniques from the archetype study screen. You can equip only one inherited skill slot, but as your Supporter rank rises,

the number of slots increases as well. Note that skills learned by specific archetypes, such as Prince and the ro...

When the Supporter rank goes up, the number of slots also increases.

Skills learned by specific archetypes, such as Prince and the royal classes of allies, cannot be inherited.

How skill inheritance works

- Only already learned skills are possible
  - Some skills cannot be inherited
- ◎MAG is required to enable inheritance
  - The MAG consumed differs depending on the skill
- You can inherit only up to the inheritance slots
  - Inheritance slots are determined for each archetype
  - The number of inheritance slots increases as Supporter rank rises
  - Up to a maximum of 4 slots can be inherited

Special Experiment

In Special Experiment, you can create special items that enhance the abilities of Mask Dancer and Summoner. Masks for Mask Dancer, when equipped, not only allow the corresponding skills to be used, but also change elemental affinities. On the other hand, when you obtain a Summoner's vessel, the Summoner can use special skills. Note that masks are treated as accessories, while vessels are classified as valuables.

How the Mask Works

- Can be crafted when all conditions are met
  - You have learned the corresponding Archetype
  - You have gathered all required materials
- When equipped, elemental affinities change, and the number of usable skills increases
- Multiple can be crafted

How the Vessel Works

- Can be crafted after learning the corresponding Archetype
- ◎If possessed, skills are added to the corresponding Archetype
  - Simply possessing it affects everyone
- Can only create one

List of Special Summoning Beast Experiments

Vessel	Materials		Unlocked Skills	Usable Archetypes
	Talisman 1	Talisman 2		
Vessel: Oni's Waistcloth	Outcast Talisman	Fairy Talisman	Goblin King Summoning	Summoner
Vessel: Stone Wings	Sacred Beast Talisman	Night Demon Talisman	Statue Summoning	Summoner
Vessel · Cockscomb	Spirit Bird Talisman	Ominous Bird Talisman	Poison Summoning	Summoner
Vessel · Black Skeleton	God of War Talisman	Demon Woman Talisman	Summon Black Bone Knight	Summoner
Incarnation · Red Mane	Sacred Beast Talisman	Spirit Bird Talisman	Summon Lava Beast	Summoner
Incarnation · Bull Chain	God of War Talisman	Sacred Beast Talisman	Bull Oni King Summon	Summoner
Incarnation · Great Scythe	Ominous Bird Talisman	Angel Talisman	Undead King Summon	Summoner
Incarnation · Unidentified Body Hair	Outcast Talisman	Evil Bird Talisman	Beast Demon Summon	Devil Summoner
Incarnation · Pentagram	Angel Talisman	Night Demon Talisman	Fallen Angel Summon	Devil Summoner
Receptacle · Breaking Spear	God of War Talisman	Fairy Talisman	Phantom Demon Summon	Devil Summoner
Receptacle · Collar	Night Demon Talisman	God of War Talisman	Demon Beast Summon	Devil Summoner
Receptacle · Lotus	Spirit Bird Talisman	Demon Woman Talisman	Goddess Summon	Devil Summoner
Receptacle · Black Snowman	Night Demon Talisman	Fairy Talisman	Night Demon Summon	Devil Summoner
Receptacle · Conch Shell	Spirit Bird Talisman	Angel Talisman	Demon God Summon	Devil Summoner
Receptacle · Trident Spear	Sacred Beast Talisman	Hag's Talisman	Destruction God Summon	Devil Summoner
Receptacle · Hell Fly	Angel Talisman	Heretic's Talisman	Demon King Summon	Devil Summoner

List of Special Experiments of Masks

Mask	Crafting Conditions (Archetype Unlocked)	Materials		
		Mask 1	Mask 2	Mask 3
Seeker's Mask	Seeker	Patient's White Mask	Judgment White Mask	—
Seeker of Magic Mask	Magic Seeker	Fool's White Mask	Magician's White Mask	—
Soul Seeker Mask	Soul Hacker	Seeker of Magic Mask	Seeker's Mask	—
Magician's Mask	Magician	Magician's White Mask	Moon White Mask	—
Sage's Mask	Wizard	Magician's White Mask	Priestess White Mask	—
Spirit Mage's Mask	Elemental Master	Sage's Mask	Magician's Mask	—
Black Mage Mask	Warlock	Sage's Mask	Hermit White Mask	—
Warrior Mask	Fighter	Chariot White Mask	Strength White Mask	—
Gladiator Mask	Swordmaster	Chariot White Mask	Emperor's White Mask	—
Samurai Mask	Samurai	Gladiator Mask	Warrior's Mask	—
Knight's Mask	Knight	Pontiff's White Mask	Stalwart White Mask	—
Magic Knight's Mask	Magic Knight	Pontiff's White Mask	Mask of Justice	—
Holy Knight's Mask	Paladin	Magic Knight's Mask	Knight's Mask	—
Dark Knight's Mask	Dark Knight	Magic Knight's Mask	Mask of the Hanged Man	—
Martial Artist's Mask	Monk	Mask of Fortitude	Mask of the Sun	—
Master's Mask	Kung Fu Master	Mask of Fortitude	Mask of Justice	—
Fist Saint's Mask	Kensei	Master's Mask	Mask of the Fighter	—
Healer's Mask	Healer	Mask of Love	Mask of the Priestess	—
Cleric's Mask	Priest	Mask of Love	Mask of Temperance	—
Savior's Mask	Messiah	Cleric's Mask	Healer's Mask	—
Gunner's Mask	Gunner	Hermit's White Mask	Chariot White Mask	—
Sniper Mask	Sniper	Hermit's White Mask	Moon White Mask	—
Dragoon Mask	Dragoon	Sniper's Mask	Artilleryman's Mask	—
Thief Mask	Thief	Hanged Man's White Mask	Tower's White Mask	—
Assassin Mask	Assassin	Hanged Man's White Mask	Devil's White Mask	—
Ninja Mask	Ninja	Assassin's Mask	Thief's Mask	—
Faker Mask	Faker	Star's White Mask	Fortune's White Mask	—
Fool's Mask	Trickster	Fool's Mask	Fool's White Mask	—
Strategist's Mask	Commander	Emperor's White Mask	Tower White Mask	—
Wise Man's Mask	General	Emperor's White Mask	Judgment White Mask	—
Mask of the Master Strategist	Warlord	Master Strategist's Mask	General's Mask	—
Merchant's Mask	Dealer	Fortune's White Mask	Temperance White Mask	—
Mask of the Great Merchant	Tycoon	Merchant's Mask	Star White Mask	—
Summoner's Mask	Summoner	Devil's White Mask	Empress White Mask	—
Demon Summoner's Mask	Demon Summoner	Summoner's Mask	Devil White Mask	—
Berserker's Mask	Berserker	Death's White Mask	Chariot White Mask	—
Destroyer's Mask	Destroyer	Berserker's Mask	Tower White Mask	—
Dance Mask	Royal Masked Dancer	Fate White Mask	Star White Mask	Judgment White Mask
Endurance Mask	Royal Masked Dancer	Justice White Mask	Hierophant White Mask	Mask of Temperance
Magic Mask	Royal Masked Dancer	Magician White Mask	Sun White Mask	Moon White Mask
Might Mask	Royal Masked Dancer	Chariot White Mask	Fortitude White Mask	Emperor's White Mask
Benevolence Mask	Royal Masked Dancer	Lovers White Mask	Priestess White Mask	White Mask of the Empress

By simply equipping a mask, you gain access to many skills. Combined with inheritance slots, you can use up to 7 additional types of skills. However, since masks are equipped in the accessory slot, they conflict with useful accessories such as status ailment immunity.

1 GAME SYSTEM
2 PARTY&nFOLLOWER
3 STORYnGUIDE
4 FIELD MAP
5 DATA FILE
<System Explanation>
Akademia

GAME SYSTEM

Battle

The battle system in this game consists of two types of battles. Here, we explain the basic specifications of Fast Battle and Command Battle, as well as the mechanics of damage, defense, and elemental affinity.

GAME SYSTEM

Two Types of Battles

Battles in this game are divided into two categories: Fast Battle and Command Battle. Fast Battle is a battle you fight against enemy symbols while moving freely around the field, and the outcome changes depending on the level difference between you and the enemy. Command Battle, on the other hand, uses a dedicated system and is built from a complex interplay of many elements. Relying on only one of the two makes it difficult to fully explore dungeons where many enemies roam. Make efficient use of both battle types to defeat enemies by considering your allies' remaining stamina and the strength of the enemy.

Differences in battles

《Fast Battle》

◎Attack enemies on the field

◎The result changes depending on the level difference between you and the ene

《Command Battle》

◎Fight enemies in a dedicated mode

◎ The encounter changes depending on the enemy's state on the field

GAME SYSTEM

Fast Battle

Fast Battles are battles conducted on the field, in which you swing your weapon with the □ button to attack enemies. When an attack hits, the stun gauge decreases, and an enemy whose stun gauge reaches 0 becomes stunned. At this time, attribute compatibility (P.092) applies only to the enemy's weakness. Also, if you attack an enemy that has not noticed you, it becomes a critical hit and makes them easier to stun. Note that if you are attacked by an enemy of equal rank or higher, you will be hit with a preemptive attack and transition into Command Battle (P.089).

⬆ Fast Battle depends on the distance to the enemy and the direction the enemy is facing. Approach from behind the enemy and attack from a spot where you are sure to hit.

Fast Battle Mechanics

- Attack enemies with the □ button
  - Party members also participate in Fast Battles
- When an attack hits an enemy, its stun gauge decreases
  - When the stun gauge reaches 0, the enemy is stunned
  - If the enemy is weaker than you, it can be defeated on the field
- When attacked by an enemy, it switches to Command Battle
  - It will not switch if the enemy is much weaker
- Affinity applies only to weaknesses
- ◎ Critical if the enemy has not noticed you

tetfor:

Lock-on and dash attack

Enemies on the field can be locked on to by pressing the L1 button. Fast Battle while locked on targets the locked-on enemy, making it easy to launch a focused attack. Also, if you press the attack button while there is distance between you and the locked-on enemy, you will dash and attack. Since you can close the distance at once and attack, it is suited to hit-and-away tactics.

How lock-on works

- Enemy can be locked on with the L1 button ・Switch targets with left/right on the R stick
- If you press the R button while locked on, a dash attack occurs

Level Difference Between Enemies and Its Effects

If field enemies are 4 or more levels higher than the protagonist, the maximum stun value increases. As a result, they are harder to stun, so careful action is required. On the other hand, if the enemy is level -3 or lower than the protagonist, not only does the stun value decrease, but stun

When the stun value reaches 0, they can be defeated in the field. Because this lets you defeat them one-sidedly, it is good for farming EXP and MAG. However, acquired EXP decreases when there is a level gap (p.100), so efficiency gradually drops off.

◎Level Difference and Its Effect on Fast Battle

Command	Overview
Enemy level +4 or higher	Enemy stun value increases. If the protagonist is hit, the battle shifts to command battle. When stun value is reduced to 0, stun
Enemy level -2 to +3	If the protagonist is hit, the battle shifts to command battle. When stun value is reduced to 0, stun
Enemy level -3 or lower	Enemy stun value decreases. If the protagonist is hit, damage is taken. When stun value is reduced to 0, defeat

Attack Methods by Archetype

Depending on each archetype, the fast-battle attack method, attack power, attack motion, and reach differ. Also, the Archer and Jester archetypes can perform ranged attacks when there is distance between them and the locked-on target. Since you can attack one-sidedly from far away, you can fight safely even against high-level enemies. However, be careful, because if you get too close to the enemy, a melee attack will come out.

Mechanics of Attack Methods by Archetype

- All archetypes can attack up to 3 times in a row
  - ・Only the Monarch can attack up to 4 times in a row
- Attack power (stun value) differs depending on the Archetype
- For long-range types, if an enemy is nearby, close-range attacks are used

←-List of Attack Methods

Archetype Base	Type	Attack Power
Seeker	Melee	Average
Mage	Melee	Weak
Warrior	Melee	Strong
Knight	Melee	Average
Healer	Melee	Average

Archetype Base Form	Type	Attack Power
Martial artist	Melee	Average
Artillery	Ranged	Average
Thief	Melee	Weak
Jester	Ranged	Weak
Strategist	Melee	Average

Archetype prototype	Type	Attack Power
Merchant	Melee	Average
Masked Dancer	Melee	Weak
Summoner	Melee	Strong
Berserker	Melee	Strong
Lord	Melee	Average

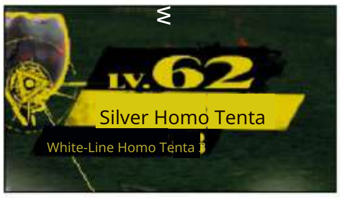
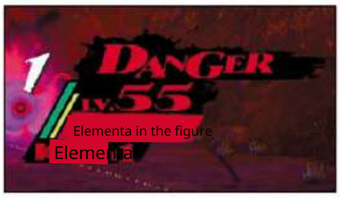
The Artilleryman archetype is, fa
Fast battle is a ranged attack.

The Mage archetype can attack a wide
area.

Checking information with the Fairy Eye

Pressing the L2 button lets you check the information of nearby enemies with the Fairy Eye. Information about enemies you have never defeated is shown in gray as "UNKNOWN," but once you defeat them even once in a command battle or land a hit on them in a fast battle, the enemy's information is in the information It will be displayed in the window. The information shown is the level and name of the enemy, as well as the current stun value and the types and number of enemies that appear at the same time in command battles. Also, the information window changes color depending on the level difference from the protagonist.

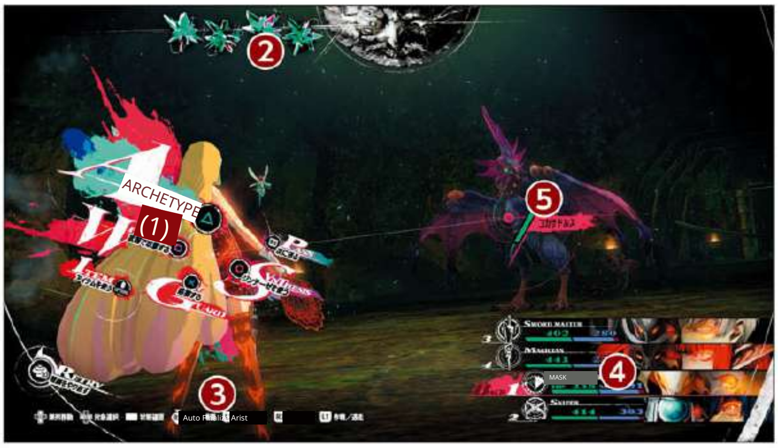
Information window color

Blu	Yell w	Re
		
Enemies whose level is 3 or more below the protagonist's level. They can be defeated just by stunning them in a fast battle	Enemies within the range of 2 to +3 above the protagonist's level. Their stun gauge is the normal value.	4 or more levels above the protagonist. The stun gauge is increasing more than usual.

GAME SYSTEM
Command Battle

Command battles are battles that proceed in a dedicated mode, and certain battles such as boss fights are always in this mode. Allies' actions correspond to the controller's buttons, and by pressing them it has an intuitive structure that lets you perform the specified action just by pressing the button. The command battle screen displays a great deal of information, so read it correctly and use it to gain the advantage in battle.

How to Read the Command Battle Screen



1 Command panel: Commands currently available for selection

② Press icon: Icon indicating the number of actions available

3 Operation guide: Controls other than commands

④ Simple status: Simple status of allies participating in battle. The green gauge indicates current HP, and the blue gauge indicates current MP

5 Enemy simple status : Enemy names and remaining HP, buffs/debuffs Situation

⑥ Ally buff/debuff status: Status of allies' buffs and debuffs. The upper row shows the buff/debuff status for attack power, defense, and hit/evasion, and the lower row shows the status of applied effects

7 Skill selection screen: A list of usable skills. For the skill the cursor is on, the effect text can be viewed. The icon next to the name indicates the skill's attribute and affinity against the target

⑧ Strategy/Escape: You can specify the strategy for auto battle or select escape

GAME SYSTEM

Encounter and preemptive attacks

Press the △ button near an enemy to trigger an encounter and transition to Command Battle. If you stun an enemy in Fast Bat- tle before encountering it, it becomes a preemptive attack by your allies, and the enemy enters a stunned state (P.096) , as well as taking percentage damage based on its maximum HP can be dealt. Since this makes battle overwhelmingly advantageous, try to stun enemies before encountering them whenever possible. Also, if you take damage from an enemy during Command Battle, it becomes a preemptive attack by the enemy, and there is a chance that one ally will become Afflicted with Anxiety (P.096).

How encounters work

- Press the △ button near an enemy symbol to trigger an encounter

◎If attacked by an enemy, the enemy gets the first strike

- If you encounter a stunned enemy, your allies get a preemptive attack

How preemptive attacks work

《Enemy Preemptive Attack》

- Action by the enemy

◎ Allies may also become anxious

"Ally Preemptive Attack"

- All enemies start in a stunned state
- Deals damage equal to 30–35% of enemy HP

GAME SYSTEM

Party Formation and Formation Order

The party can be organized from "PARTY" in the main menu, and you can freely change members and formation. However, the protagonist cannot be removed from the formation. Also, formation affects melee attacks. Placing characters in the front row increases the damage of melee attacks against enemies, and placing them in the back row reduces both their melee attack power against enemies and the damage they take from melee attacks. Note that formation can be changed individually during battle as long as it is before their turn.

How Party Formation Works

- Up to 4 members can be formed
  - The protagonist cannot be removed
- The party screen is arranged in the order selected
  - The order they are arranged in affects turn order

How Formation Works

○The formation has the following effects

- Front row: Increases melee attack power
- Back row: Decreases melee attack power and damage taken from enemies

●Can be set on the party screen

- Can be switched during battle

Determining turn order

In command battles, characters with higher "Speed" act first, and if Press Icons remain after everyone has acted, the turn returns to the character who acted first. Turn order does not change during battle, and reserve members who are swapped in for battle members midway are inserted into the order where the battle members had been. Note that enemy turn order is determined for each enemy formation

How turn order is determined

◎Turn order does not change during battle

○Allies act in order, starting with characters with higher "Speed"

- If a switch (P.093) is made, the ally after the switch will take the place of the ally before the switch in turn order

- The action order of enemies is determined for each formation.

GAME SYSTEM

Actions and Press Icons

Each turn starts with a set number of Press Icons in reserve, and each action consumes a certain number of icons. There are two types of icons: large and small. In principle, each action consumes one icon regardless of size, but some actions consume two or more, while others consume 0.5 of an icon. In the case of 0.5 consumption, the large icon turns into a small icon. Also, if a critical occurs or an attack is evaded, the number of Press Icons consumed increases or decreases.

Press Icons

The right is the large icon, and the left is the small icon. In principle, one is consumed per action, but in the case of 0.5 consumption, the large icon turns into a small icon.

How Press Icons Work

- Start the turn with the prescribed number of Press Icons
  - Allies: Number of allies able to act at the start of the turn
  - Enemies: Number determined for each battle
- ◎The icons consist of large icons and small icons
  - Small icons count as half of a large icon
- Consumes 1 per action
  - Consumed from the leftmost icon, regardless of size
  - Depending on the action, it may consume 2 or more, or 0.5 icons (when consuming 0.5, a large icon becomes a small icon)
- ○When a critical hit lands or a weakness is struck, the consumption changes
  - Large icon: becomes a small icon
  - Small icon: consumes 1
- If the attack is dodged or nullified, consumption doubles
- If the attack is reflected or absorbed, all press icons are consumed
- When attacking a target in a panic state, no icons are consumed
  - Takes priority over dodge, nullify, reflect, and absorb

GAME SYSTEM

Battle Commands

The commands available during command battles are as shown in the table below. Commands are assigned to each button. Some commands, such as “Attack with Weapon” and “Pass to Next,” are activated simply by pressing the button To avoid accidentally making the wrong choice, make sure to memorize the commands well. Also, in the tactics screen opened by pressing the L1 button, you select commands with the cursor just like in the main menu.

Battle Command List

Command	Corresponding button	Overview
Attack with a weapon	Square Button	Attack with a weapon
Use a skill	Triangle Button	Use a skill
Use Synthesis	Circle button	Defend
Defend	Button X	Use Synthesis
Use an item	OPTIONS button	Open Item Use Screen
Next	R1 Button	Do not act, and pass the turn to the next ally to act
Retry battle	L3 button	Restart the battle from the encounter
Formation change	Direction pad ↑ ↓	Change formation
Target selection	Directional Pad ⬅ ➡	Select the target of an attack or skill
Check Status	Touchpad	Check current buffs, debuffs, temporary effects, and status ailments
Auto battle	R3 button	Start auto battle by following the battle plan
Analyze	L2 Button	Check the enemy’s elemental affinities
Assist	R2 button	Present the skills that should be used against enemies whose weaknesses have been identified
Tactics / Escape	L1 Button	Displays Auto-Battle commands, member swapping, and the Escape command.

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Normal Attack

Press the □ button to consume one Press Icon and attack with the equipped weapon. It is less powerful than a skill, but its biggest advantage is that you can attack without consuming anything other than the icon. Weapon attacks are physical attacks, but the attribute reflected is the one set on the weapon. In addition, weapon attacks also gain the effects of auto skills that meet their conditions, and because they are physical attacks, critical hits can also occur.

Mechanics of normal attacks

● Using it consumes one Press Icon The attribute
◉ changes depending on the equipped
weapon ◎ Affected by elemental affinity and passive effect skills/abilities

Defense

When it is your turn, press the × button to defend until the next turn comes around. While defending, you cannot evade, but in exchange, damage taken is halved, critical hits and WEAK (P.094) no longer occur, and status ailments will not be inflicted. Defense reduces damage after all other mitigation effects have been applied, so combining it with formation and attribute affinities can greatly reduce damage taken. Note that, as mentioned above, the effect lasts only until the next turn comes around, so if the defending character's turn comes up before the end of the turn, the effect is lost. When using it, take the number of remaining Press Icons into consideration and defend accordingly.

Mechanics of defense

◎ Defending consumes one Press Icon
◉ You can gain the following effects
- Damage taken is halved
- Critical hits do not occur
- You do not become afflicted with a status ailment
- Even if the enemy exploits your weakness, the enemy's Press Icon consumption does not decrease
- You cannot evade

◉ Effect lasts until the next action order comes around

Skills / Synthesis

Press the △ button to open the skill selection screen, then choose a skill and use it to activate it. Skills come in various types for different purposes, such as attack and recovery, and depending on the Archetype, the skills that can be used are

There are different kill conditions. Zinghese is a skill that is unleashed in cooperation with allies, and it cannot be used unless the conditions are met. Also, the number of Press Icons consumed differs for each Zinghese.

How Skills Work

◎ Using it consumes one Press Icon
● Using it consumes HP, MP, or money
- Cannot be used if the consumption parameter is below the required amount

◎ Affected by elemental affinity and passive effect skills/abilities

How Synthesis Works

◉ It can be used when the following conditions are met
- There is an ally equipped with the specified Archetype
- The user and the ally are not under a bad status
- Possesses the prescribed number of Press Icons

● When used, in addition to the prescribed Press Icons, it consumes the HP and MP of the user and ally

Attack attributes

All attacks, such as weapon attacks, skills, and Zinghese, have an attribute assigned to them. There are 10 attributes, and each skill is classified as either physical or magical. Among the 10 attributes, 斬, Pierce is always a physical attribute, but Break, Fire, Ice, Lightning, Wind, Light, Dark, and Almighty are determined by the skill whether they are physical attacks or magical attacks. The power of attacks increases and decreases according to automatic skills corresponding to the attribute. Also, the final damage dealt varies greatly depending on the attribute affinity of the target.

⊙ Attribute list

Classification	Attribute	Overview
Physical	Slash Pierce	Attack with the specified attribute. A critical hit can occur. Except for a Gunner's normal attack and some skills, this becomes a melee attack and is affected by formation.
Variable	Break	Depending on the skill, it becomes either a physical attack or a magical attack. Attack with the specified attribute. In the case of a physical attack, it becomes a melee attack, is affected by formation, and can land a critical hit. In the case of a magical attack, it is not affected by formation and cannot land a critical hit.
	炎 Ice Stay Wind Light 闇	Depending on the skill, it becomes either a physical attack or a magical attack. Attack with the specified attribute. Critical hits do not occur, regardless of whether it is physical or magical. In the case of a physical attack, except for some skills, it becomes a melee attack and is affected by formation.
		With all-purpose skills, physical attacks become either magical attacks. They cannot be reduced by elemental affinity. In the case of a physical attack, it becomes a melee attack affected by formation, critical hits occur. In the case of magical attacks, they are not affected by formation and critical hits do not occur.

GAME SYSTEM

Attribute affinities

All characters have affinities set for each attribute. When taking damage, damage is increased or reduced according to attribute affinity. Affinities can be overwritten by equipment, but the final affinity is determined according to priority. However, if overwritten by a skill during battle, that content takes highest priority. For this reason, it is even possible to make an enemy whose affinity would normally reflect an attack weak to a specific affinity. Note that Almighty has no attribute affinity.

How affinities work

● Always set against attributes

● Priority is

・Absorb > Reflect > Null Resistance Weakness

◎Affinities can be overwritten by support skills

・The affinity overwritten by a support skill takes top priority

⊙-Attribute Affinity List

Affinity		Overview
•	Normal	Can deal damage as normal
Weak	Weakness	The attack becomes WEAK, and damage increases. The attacker's Press Icon consumption is halved (a large icon becomes a small icon. Small icons are consumed). The success rate of instant-death skills increases
Resist	Resistance	Damage is reduced. The success rate of instant-death skills decreases
Null/Repel	Null	Negates damage. Also nullifies additional skill effects such as status ailments and debuffs, as well as instant-death effects.
	Repel	Deals the damage that would have been received back to the user as is. The user can reduce reflected damage through affinity (reflection is treated as "null"). It also nullifies additional skill effects such as status ailments and debuffs, as well as instant-death effects.
Drain?	Absorb	Recovers HP by the same amount as the damage that would have been received. It also nullifies additional skill effects such as status ailments and debuffs, as well as instant-death effects.
	Unknown	A state in which the affinity is unknown. It is only unknown because of Analyze, but it is treated as having its original elemental affinity.

Analyze

During battle, pressing the L2 button lets you check the targeted enemy's affinity, HP, dropped items, and more. This is Analyze, an important way to learn an enemy's elemental affinities. At first, you know nothing about an enemy you battle for the first time, but as you hit them or defeat them, information is gradually revealed. Analyze information that has been revealed is never reset, and is carried over when battling an enemy with the same name.

Analysis Mechanism

◎The affinities of enemies encountered in battle for the first time are all unknown

・The affinity of the attribute you attack with is revealed

・After the battle ends, if you battle the same enemy all affinities are revealed

● The information revealed through Analyze and the way it is revealed change depending on the Supporter's abilities

GAME SYSTEM

Steal / Plunder

The "Steal" and "Plunder" skills learned by Thief-type archetypes are low-power Almighty attacks. They deal almost no damage, but if they hit, you may be able to obtain a rare drop item set on the enemy. Whether or not you can obtain a rare drop item is determined by the skill user's "Agility" value and the rare drop rate set for the target. Also, the item acquisition check is performed separately for "Steal" and "Plunder".

Mechanics of Stealing and Robbery

●Can be used when the skills "Steal" or "Rob" are used

◎After the skill hits, determine based on the following elements

・User's "Speed"

・Drop rate for the target rare item

● If the skill is evaded, it always fails

GAME SYSTEM

Swap

Open the Tactics panel and select "Swap" to exchange a backup member with a party member. First choose the party member to swap out, then choose the backup member to swap in; the exchange is completed by consuming 1 Press Icon. The ally who becomes a party member through the swap inherits the action order of the ally who was already in the party. Therefore, when swapping, it is also important to consider who gives the swap order. Note that with an Ability, the consumed icon becomes 0.5.

Substitution Mechanism

◎Press the L1 button to display and select "Issue orders"

●Swap the targeted party member with a backup member

◎The turn order will carry over from the swapped party member

〇The formation will be the one specified in advance

●The protagonist cannot be swapped out

GAME SYSTEM

Send to next

During battle, pressing the R1 button allows you to spend 0.5 Press Icons and pass the turn order to the next character to act. Valid attribute affinities The one you should keep from acting, such as those without the necessary skills Use this when that is preferable. Also, icon 0.5 is the same as a small icon (p.090). Therefore, when the small icon is at the far left, using "Send to next" will cause the icon to disappear.

GAME SYSTEM

Attack hit and evasion

When an attack is performed, a hit check is made by comparing the attacker's "AGI," skills, and weapon hit rate with the defender's "AGI," skills, and this armor's evasion rate. If the attack does not hit, it is judged as "evaded," no damage is dealt, and 2 Press icons are consumed. In the case of skills that hit multiple times,

if even one hit lands, it is judged as "not evaded"

, and in the case of an all-target attack skill, if even one target

evades, it is judged as "evaded." Also,

by choosing to defend, If you have learned the skill "Might Makes Right,"

it cannot be evaded.

Hit/evasion mechanics

●Compare the following to determine whether an attack hits

・Attacker... "Agility" and the accuracy of skills and weapons

・Defender・・・・・ "Agility" and the evasion rate of skills and armor

◎If an attack does not hit (is evaded), no damage is dealt,

and Press Icons are consumed at double the normal rate

◎Some action skills become unavoidable

・Command "Guard"

・Skill "Might Makes Right"

GAME SYSTEM

Attack damage

When an attack hits, it proceeds to the damage calculation. The damage dealt is based on the attacker's "Strength," "Magic," and attack power, and a preliminary damage value is calculated from the damage multiplier set for the skill. This preliminary damage is reduced by the defender's "Endurance" and defense, and then the result is increased or decreased by elemental affinities to become the final damage. In addition, the attacker's preliminary damage and the defender's reduction value vary depending on the effects applied. For this reason, increasing damage or reduction values through equipment or passive skills can greatly change the damage even if the parameters do not change.

How Damage Works

◎The following factors affect damage dealt

・Physical attack・・・・・・"Strength" ・Magic attack・・・・・"Magic"

・The damage multiplier set for the skill

◎The following factors affect damage taken

・The target's "Endurance" and defense

◎Attacks that hit multiple times have damage

calculations for each hit

○Damage taken increases or decreases depending on elemental affinity

Critical・WEAK

Both Critical and WEAK increase damage dealt when they occur and reduce Press Icon consumption by half. Critical occurs only with physical attacks, and whether it occurs is determined based on the attacker's critical rate and "Luck," as well as the defender's "Luck." On the other hand, WEAK always occurs when the attacker's element is the defender's weakness. In the case of an all-target attack, even if a Critical or WEAK occurs, if even one target evades, the halved Press Icon consumption effect does not occur, and the same consumption as when evaded applies.

Mechanics of Critical and WEAK

《Critical》

- Occurs only with physical attacks
- Judged based on the attacker's critical rate and "Luck," and the defender's "Luck"
- Damage increases when it occurs

《WEAK》

- Occurs with either physical attacks or magic attacks
- ◎ Always occurs when the target is attacked with its weakness attribute
- ○ If it occurs, damage increases

Metaphor:

Level Difference Adjustment

If there is a level difference between the attacking side and the defending side, a modifier is applied to the final da mage. If the attacking side’s level is lower, the damage dealt decreases; conversely, if the level is higher, it increases. This modifier is applied to the final damage Therefore, it has a greater effect than skills and the like. If you think the enemies in the dungeon are strong, first level up to reduce the correction. Note that enemies treated as bosses have different correction values from normal ones.

Normal Enemy Modifier

Level Difference	Modifier
-16	0.5
-15	0.55
-14	0.6
-13	0.65
-12	0.7
-11	0.75
-10	0.79
-9	0.83
-8	0.87

Level Difference	Modifier
-7	0.91
-6	0.95
-5	0.97
-4	0.99
-3	1
-2	1
-1	1
0	1
1	1.05

Level Difference	Modifier
2	1.1
3	1.15
4	1.2
5	1.25
6	1.3
7	1.35
8	1.4
9	1.45
10	1.5

Boss Enemy Modifier

Level Difference	Modifier
±0	1
+1	1.05
+2	1.1
+3	1.15
+4	1.2
+5	1.25
+6	1.3
+7	1.35
+8	1.4

Level Difference	Correction
+9	1.45
+10	1.5
+11	1.6
+12	1.7
+13	1.8
+14	1.9
+15	2.0
+16	2.1
+17	2.2

Level Difference	Correction
+18	2.3
+19	2.4
+20	2.5
+21	2.6
+22	2.7
+23	2.8
+24	2.9
+25	3.0

GAME SYSTEM

Escape

Open the tactical panel with the L1 button, and select “Flee” to attempt to escape from battle. The success rate for fleeing is determined by the user’s “Agility” and “Luck,” as well as the average “Agility” of all enemies. In this case, the maximum success rate for fleeing is 100%, and the minimum success rate is 60%. If it fails, it becomes the enemy’s turn and the battle continues. Also, if it fails, the success rate increases the next time you try. Therefore, you will always be able to escape eventually.

Escape Mechanism

- Judged based on the user’s "Speed" and "Luck", and the enemies’ average "Speed"
- There are upper and lower limits to the success rate
  - Minimum success rate... 60% (40% on HARD and above)
  - Maximum success rate... 100%
- The success rate increases each time you attempt to escape

GAME SYSTEM

Command Instructions and Auto Battle

During battle, whenever you can enter commands, press the R3 button and it will switch to auto-battle. Auto-battle follows the tactics you can set by pressing the R button in the main menu “PARTY” to determine its actions. If you want it to perform actions you have not set, open the strategy panel with the L1 button and use “Change Tactics” to change them all at once. Also, auto-battle ends when you press the × button on an ally’s turn.

Auto Battle Mechanism

- Activated with the R3 button
  - Press the X button to end Auto Battle
- During Auto Battle, characters act according to the assigned strategy
  - Strategies can be set individually for each person

Types of Operation Instructions

Operation	Overview
Leave it to your judgment	Act according to the action guidelines set for each character. Items are not used
Use items too and fight with full force	Act according to the action guidelines set for each character. Items are used
Prioritize damage	Act in a way that deals as much damage as possible without worrying about HP or MP consumption
Conserve MP	Act in a way that consumes as little MP as possible
Prioritize HP first	Try to act in a way that minimizes damage as much as possible. If HP decreases, attempt to recover
Perform a normal attack	Continue the battle using only “attack with weapon”

Bad Status

Bad status is a general term for status ailments and incapacitation. Status ailments are inflicted with a probability when affected by a specific attack, and at the same time up to one physical ailment and one mental ailment can be inflicted. Incapacitation is a bad status that occurs when HP reaches 0, and prevents any action at all. Status ailments are cured when the conditions are met, while incapacitation is treated when the battle ends. Note that among status ailments, only Anxiety can sometimes be inflicted under special conditions.

Special conditions for inflicting Anxiety

● When you are hit by a preemptive attack, it is inflicted on one member with a probability

◎ Inflicted as a result of an attack

- The attack received becomes a critical hit
- The attack is nullified, reflected, or absorbed

Mechanics of Bad Status

◎ Bad status is the general term for the following

- Status ailments
- Incapacitation

《Status Ailments》

◎ Inflicted with a certain probability

◎Cured as turns pass

◎Divided into two categories: physical ailments and mental ailments

◎ Up to one physical ailment and one mental ailment can be inflicted at the same time

- If an ailment of the same type is inflicted, it is overwritten by the new status ailment

◎Different processing occurs at the end of battle

- Physical ailments...continue after battle ends
- Mental ailments...cured when battle ends

《Incapacitation》

◎ Occurs under the following conditions

- HP drops to 0
- Affected by an instant death effect

◎Recovers with 1 HP after the battle ends

List of bad status effects

Classification	Bad status effects	Maximum held Turn	Effect
Physical	Severe poison	6	After your action ends, you take damage equal to 5% of your maximum HP
	Plague	6	You can no longer receive healing effects other than status ailment recovery. "Strength," "Magic," "Endurance," "Speed," and "Luck" are reduced to 1/3.
	Paralysis	6	When selecting an action, there is an 80% chance the chosen action will be canceled and the turn order will be passed to the next character. The Press icon will be consumed as if the action had been performed.
	Curse	6	Take damage equal to 50% of the damage dealt to the enemy. The infliction rate of bad status effects is doubled. Dark attributes are overwritten as "Weakness," and damage is tripled.
	Burn	3	When damage is taken, you take additional damage equal to 30% of the actual damage received (not applied to damage to MP).
	Frostbite	3	All damage dealt is reduced by 50%. If the weather is snowfall, the infliction rate is doubled.
Mental	Stun	1	Even when its turn comes, its action is nullified (consumes 1 Press Icon). It can no longer dodge attacks. When it takes damage, it has a 40% chance to recover (does not apply to damage to MP).
	Daze	3	Accuracy of all attacks becomes 50% of normal.
	Charm	3	Randomly performs one of the following actions: "heal an enemy," "use a support skill on an enemy," "attack an ally," or "do nothing" (Press Icons are consumed as usual).
	Amnesia	3	Skills and Synthesis can no longer be used
	Sleep	3	Even when your turn comes, your action is nullified (consumes one press icon). Cannot be evaded. If you are hit by a physical attack, it will always be a critical hit. Each time your turn comes, recover 1% of max HP and max MP. Cannot be afflicted with mental ailments other than Sleep.
	Rage	3	Both damage dealt and damage taken are doubled. You can no longer input commands, and "Attack with Weapon" is automatically selected (press icons are consumed as normal).
	Anxiety	2	If an attack hits while afflicted, press icon consumption during the attack is removed. When using a skill, the skill and target are selected at random. Always recovers when attacked.
—	Incapacitated	-	Completely unable to act. Other bad statuses are overwritten. If all party members become incapacitated, the game is over.

Consecutive Battle

When transitioning to Command Battle, if enemy symbols other than the target are near the protagonist, a consecutive battle occurs. When a consecutive battle occurs, after winning the first battle, you do not enter the results screen and instead continue immediately. It becomes the second battle. Consecutive battles can continue for up to three battles, and once all battles are finished, the results screen appears. Note that this does not occur if you stun the target with a Fast Battle before transitioning to Command Battle.

How Consecutive Battles Work

◎ Occurs when switching to command battle if there are enemy symbols other than the target nearby

Does not occur when transitioning to Command Battle while the target is stunned

● The second battle occurs when you win the first battle

Occurs up to a maximum of the third battle

Does not occur if it ends with fleeing, etc.

● The initial state differs between the first battle and the second and later battles

- The first battle follows the encounter state
- From the second battle onward, it always starts with allies

• Carry over the previous battle's buffs and debuffs

● The results are displayed after all battles are over

- Displays the total of all acquired items

Enemy respawn

When a certain amount of time has passed since defeating them, or certain conditions are met, enemies reappear on the map. This is enemy respawning, and as long as the conditions continue to be met, enemies will keep reappearing. When you are preparing for a boss battle, it will only force you to expend resources, so move on before you meet the respawn conditions.

Enemy Respawn Conditions

● A certain amount of time passes after defeat

● There is an Attracting Crystal nearby

● Switch maps

Attracting Crystal

When an Attracting Crystal is nearby, it draws in nearby enemy symbols and also speeds up enemy respawning. An Attracting Crystal can be destroyed by inflicting a certain amount of damage, and when destroyed, the Attracting Crystal

⬆ If the enemy drawn to an Attracting Crystal is stronger than the protagonist, destroying it becomes difficult. In that case, attack from a distance with an Archetype that can use long-range attacks, such as a Jester.

You can defeat the enemies that appear all at once. However, Attracting Crystals do not take any active actions, including movement, but they may launch area attacks when damaged.

How Attraction Crystals Work

○ Respawns the enemies set in the surrounding area

● Does not take active actions, but may perform area attacks when dealt damage

● Can be destroyed by dealing a certain amount of damage

● Destroying it also wipes out the respawned enemies

• Obtain the loot from the wiped-out enemies and the set items

Appearance of the target to be defeated

In requests whose objective is to defeat a specific enemy, the target may not appear on the map from the start. In such cases, it will appear once you have defeated the specified number of enemies in the request details. The target to be defeated appears immediately after a battle in which the conditions have been met. Therefore, if you are about to meet the conditions, save at Plato's Phantom or fight while recovering, and so on, to prepare for the next battle.

Flow until the target to be defeated appears

Accept the request

Check the dungeons that appear when you accept requests with a target to subjugate, such as bounty heads at the recruitment office, and confirm the enemies that appear under the specified conditions.

Defeat the enemies that meet the appearance conditions

Defeat the enemies whose appearance conditions are listed in the request. The number you must defeat is ... in the request, so

Defeat the target for subjugation

Once the conditions are met, the target for subjugation appears. If you buy information about the target from the rumor broker in advance, you won't need to figure out its weakness during b

Elmenta

Elmenta cannot be defeated by stunning it in a fast battle; once it notices you, it runs away and then disappears. Also, in command battles, it will flee when its turn comes, so you need to exploit its weakness and defeat it quickly. Note that defeating Elmenta is also one of the trophy acquisition conditions (P.106).

How Elmenta works

◎ Disappears as a symbol after a certain amount of time has passed since it detects an ally

◎ In command battle, it always flees when its own turn comes

● Does not respawn

↑ When you spot an Elmenta in the field, sneak up from behind and attack it, or land consecutive hits before it can escape to stun it. Of course, you can also just use the △ button from the start to enter command battle.

⬆ In battles in the Armored Tank, it is more likely to appear in one of the two fights. Also, during Hi-zame's watch duty, it will always appear (P.080). You can even use this as a way to meet the trophy acquisition conditions.

Restart from the beginning

At any time during your turn, you can press the L3 button to restart the battle from the beginning. As the wording suggests, it restarts the currently ongoing battle from scratch, so even the state at the moment of an encounter, such as a preemptive strike, and the application of status ailments like anxiety will be reproduced as well. There are no limits such as a number of uses or conditions, so if you're dissatisfied with how a battle is unfolding, rewinding isn't a bad idea. However, it cannot be used on the highest difficulty, "KING OF KINGS."

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Support from allies

When the Support Rank of a specific Supporter reaches a certain level or higher, they will use their support abilities at the start of battle or during battle. Although there are conditions for activation, all of them are powerful, so you'll want to make use of them in battle. In some battles, Gallica will also show her value by sealing an enemy's skills. Be sure to use this as well.

Examples of ally support

◎ Gallica: Resolve for Victory (Rank 8)

○ Nueras: Bombardment (Rank 2)

● Cazerina: Resolve to Fight Together (Rank 7)

⬆ There are also characters who will support you before battle, but only in specific situations.

⬅ Gallica's support action has the effect of blocking special actions used by boss-class enemies. However, in battles such as Zorba's transformed state, it is not necessarily the best choice at that moment.

GAME SYSTEM

Auto Recover

On the field, press the up button on the directional pad to use Auto Recover. Auto Recover uses the most efficient skill among the skills of the archetypes that all party members have learned, and keeps using it until HP is fully restored. As a result, the amount of MP consumed can vary greatly depending on the skill learning status and how much HP is missing. Note that the skill used by Auto Recover does not need to be one that the equipped archetype has learned or inherited.

Auto Recover

◎Restore HP by consuming MP

● Choose and use from skills that meet the following conditions

・Skills from an archetype you have learned

・Skills that consume less MP per HP restored

GAME SYSTEM

Effects during bad weather

In battles during bad weather, even if you strike an enemy's weakness or score a critical hit with an attack, the consumption of Press Icons will no longer be halved. However, if an enemy strikes your weakness or a critical hit occurs, it will be halved as usual. As a result, battles become disadvantageous, but the EXP and A-EXP gained are multiplied by 1.5. This affects the values before modifiers such as level-difference corrections or skill effects are applied. It is effective for leveling up, but when aiming to defeat a strong enemy, it becomes a disadvantage, so check the weather before exploring.

Mechanism of effects during bad weather

● Even if you attack an enemy's weakness or land a critical hit, the consumption of Press Icons is not halved ・Enemies are halved as usual ● EXP and A-EXP are multiplied by 1.5 ◎Bad weather is as follows

・Light sand, thunderstorm, scorching heat, snowfall, fear-cloud

GAME SYSTEM

Difficulty-based adjustments

This game has a total of five difficulty levels, and they affect damage in Fast Battle and Command Battle, enemy attack power, earned EXP, item drop rates, and more. Difficulty adjustments directly change the base values, and then various other modifiers are applied to those changed values, such as modifiers for bad weather and level differences. The difficul

The difficulty is selected at the start of the game, but it can be changed at any time from "CONFIG" in the main menu's "SYSTEM." It's not a bad idea to switch it as needed, such as when enemies feel too strong or when you want to grind experience. Note that the highest difficulty, "KING OF KINGS," becomes selectable from the second playthrough onward.

Fast Battle Adjustments

Difficulty	Enemy stun value	Number of simultaneous attacks by enemy symbols	Enemy attack power	Damage dealt to the stun gauge
FOCUS ON THE STORY	-50%	1 enemy	-50%	—
BEGINNER	-30%	1 enemy	-50%	—
NORMAL	—	2 enemies	—	—
HARD	+30%	3 enemies	+50%	—
KING OF KINGS	+100%	Unlimited	+80%	-50%

Command battle modifier

Difficulty	Damage taken	Damage dealt	Earned EXP	Earned A-EXP	MAG Obtained	Escape Rate	Enemy Press Icons
FOCUS ON THE STORY	0.5x	2x	3x	3x	3x	100%	—
BEGINNER	0.5x	1.5x	1x	1.25x	1.5x	—	-
NORMAL	1x	1x	1x	1x	1x	—	—
HARD	1.5x	0.8x	1x	times	1x	-20%	+1
KING OF KINGS	1.75 times	0.8x	1x	1x	1x	-20%	+1

GAME SYSTEM

Battle Results

When you defeat an enemy in a fast battle or win a command battle, a result is triggered and you can obtain EXP, money, and more. In command battles, you can obtain all rewards, but in fast battles, you can only obtain rewards from enemies shown as symbols. Rewards such as EXP and A-EXP vary depending on difficulty modifiers and bad weather modifiers, and then no-damage victory bonuses and skill/equipment modifiers are applied to that amount. Finally, the amount is increased or decreased by the level difference modifier. In addition, item drops can be obtained at the probability set for each enemy defeated. Note that allies who are incapacitated at the end of battle cannot obtain EXP or A-EXP.

How Battle Results Work

◎When you win a battle, you obtain the following

- EXP
- A-EXP
- Money (Leaf)
- MAG

● Obtain item drops with a certain probability

◎All allies who were incapacitated at the end of battle cannot obtain EXP or A-EXP

◎ EXP and A-EXP change based on the level difference from the defeated enemy

● If an enemy is defeated in Fast Battle, only the enemy drops displayed as a symbol are obtained

● If the battle ends without taking damage, the amount obtained changes

Level difference adjustment for EXP and A-EXP

Level difference	Multiplie	evel difference	Multiplier	el difference	Multipl
-10 or lower	0.25x	-3	0.6x	+4	1.05x
-9	0.3x	-2	1x	+5	1.1x
-8	0.35x	-1	1x	+6	1.1x
-7	0.4x	0	1x	+7	1.15x
-6	20.45x	+1	1x	+8	1.15x
-5	0.5x	+2	1x	+9	1.2x
-4	0.55x	+3	1.05x	+10 or more: 1.3x	

No-damage victory bonus

● EXP 1.25x
◎A-EXP: 1.5x
● Money: 1.25x
●MAG: 1.5 times

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Second Playthrough

This game does not end when you reach the ending. You can carry over your save data and enjoy a second playthrough. Here, we explain data carryover and additional content.

GAME SYSTEM

Play with Data Carried Over

If you load data saved after clearing the game, you can play a second playthrough carrying over some elements, such as Supporter ranks and key items, except for certain elements.

You can carry over things like Archetype study status, but unlock status is not carried over, so to equip them you must meet the conditions and unlock them again.

Elements That Can Be Carried Over

- ◎ Equipment items except the following
  - ・Initial equipment of each character
  - ・Dragon God's Spear
  - ・Sword entrusted with the power of the dragon
- ●Consumable items, cash items
- ● Some valuable items
  - ・Cooking recipe Golden Insect Vessel
  - ・Items obtainable in the 10/25 event
- ● Money, owned MAG, records, tutorials
- ●Kingly Qualities
- ● Analysis status
- ● Play time
- ● Archetype Rank and Completion Status
  - ・Inheritance status of skills is carried over
  - ・Unlock status is not carried over

Bosses added in New Game Plus

From New Game Plus onward, when you visit the Academia, the seal on the "Apocalypse" that had been placed in front of the library will be broken. Examining it lets you battle the additional boss, the Red Dragon of Apocalypse. This is the true Caladri

Along with Uss (P.506), this is one of the strongest types of enemies in the game. You can fight it as soon as you gain access to the Academia, but victory will be difficult. Take it on only when you are in top condition, such as after all allies have joined.

GAME SYSTEM

Added difficulty

If you start a new playthrough while carrying over data, the first difficulty selection will add "KING OF KINGS." This is the highest difficulty in the game, and compared to the difficulties available in the first playthrough, not only does the damage you take increase dramatically, but many restrictions are also imposed. However, item drop rates are significantly increased accordingly. Once you choose it, you cannot change the difficulty partway through.

Changes other than the damage multiplier

- ● Enemy WEAK and critical damage x3
- ● Item drop rate x2
- ● Archetype learning cost x2
- ◎ "Start Over" cannot be used
- ● Difficulty cannot be changed

Technique

Here, we introduce useful techniques for gameplay and trophy acquisition conditions, such as how to gain an advantage in battle, how to earn EXP and money, and how to raise powerful characters.

How to gain the upper hand in battle

Attacking by exploiting an enemy's weakness is the basic principle of command battles. However, that alone won't give you an advantage against enemies that have no weaknesses. So, It is important to make good use of various skills and systems to gain an advantage in battle. Of course, it is also important to close the level gap with enemies.

Make use of Stun

If you stun an enemy in a fast battle before entering a command battle, the enemy will be unable to act for one turn. If you defeat it before it can act again, you won't take a counterattack. If you defeat it without taking damage, you can also earn a no-damage bonus in the results, so stunning is a two-birds-with-one-stone action.

and recover with a certain probability.
1 turn Stun deals damage
It is also an option not to make the
later attack. If you cannot finish them off with ン, the best move is

Inflict a weakness

Exploiting an enemy's weakness not only lets you deal massive damage, but also reduces Press Icon consumption, making it easier to gain the upper hand in battle. However, some enemies have no weakness attributes. Against such opponents, use skills to inflict a weakness. Weakness infliction through skills is effective even if the original affinity is null, repel, or absorb. However, if the skill is one that deals damage, you must deal damage in order to inflict a weakness.

Examples of skills that inflict weaknesses

- Masquerade-type
  - Blazing Inferno Dance, Freezing Azure Dance
- Gunner-type
  - Crazy Bullet
- Berserker-type
  - Madness of Destruction

Make use of "Charge" and "Hyper"

"Charge" and "Hyper," which use one action to increase attack power by 2.25 times, may seem only slightly stronger than attacking twice. However, because the damage reduction calculation on the defending side is performed only once, in practice they can deal far more damage than attacking twice.

Synthesis "Masquerade
"Charge" has the same effect
as "Charge" on everyone. Very
is a powerful skill against them.

Use buffs and debuffs

Buff and debuff skills like “Tarukaja” and “Rakunda” can be hard to feel the effect of when they are only at one stage. However, if you stack them, their effects will increase. For example, if you grant your allies 3 stages of “Tarukaja” and enemies 3 stages of “Rakunda, ” the final damage will increase by 80%.

Multiplier for buffs and debuffs

Target	Multiplier						
	-3	-2	-1	0	+1	+2	+3
Attack Power	60%	70%	80%	100%	120%	130%	140%
Defense Power	60%	70%	80%	100%	120%	130 %	140%
Accuracy	70%	80%	90%	100%	110%	120 %	130%
Evasion	70%	80%	90%	100%	110%	120 %	130%

Use skills that penetrate affinities

No matter how powerful a skill is, it can be blocked by attribute affinity. However, some skills can deal damage while ignoring immunities, reflection, and absorption affinities. These skills are especially effective in the battle against the one who has devoured the Star’s Poison (p.260). Learn them before fighting.

Examples of affinity-penetrating skills

- Shining Crusher
- War Cry Tackle
- Thorough Destruction

Conserve Press Icons

Using actions consumes Press Icons. However, by adjusting the order of actions, you can reduce consumption. For example, healing skills always consume a Press Icon, so it is better to use them when spending a small Press Icon. Therefore, at the start of the turn, use weakness-targeting skills to atta

If you defeat it, and when your next turn order comes around, using a healing skill lets you act extra times equal to the number of small Press icons you have left over. It is also recommended to combine this with auto skills or equipment that reduce Press icon consumption during actions. Especially when fighting using Synthesis as your main focus, "The Rationalist's Guidebook" is essential.

⬆ Exploiting weaknesses is the most basic of basics. That alone lets you act while greatly conserving Press Icons.

⬅ To use the top-tier attack “Unrivaled Split-Rock Rift Sky Slash” efficiently, equip Strohl with the “Guidebook of the Rationalist.”

Make use of “Start Over”

The “Start Over” function, which can be activated with the L3 button, is generally used when you make a mistake and your frontline gets torn apart, and so on. However, when using skills with randomness, such as “Jester’s Prank” or “Steal,” you can also keep restarting until you get the desired result.

⬅ If you can put the battle in a vastly advantageous state by increasing the Press Icons by three, and use "Jester's Prank" Can be advanced.

GAME SYSTEM

Restore MP during exploration

Dungeon exploration is also a battle against your remaining MP. So, combine active MP-restoring skills such as "Mana Theft" with automatic recovery skills such as "Blessing's Grace" to recover MP. Also, equip the protagonist with a magic-user-type Archetype, and if you stun enemies in Fast Battle, MP will be restored. Make use of this as well.

Examples of skills that restore MP

◉Skills that restore it actively

・Mana Theft ・MP Gift

◎Skills that passively recover

・Grace's Blessing ■Great Vitality Recovery

GAME SYSTEM

Earn EXP and A-EXP

In this game, where level differences have a major impact, it is important to train so that you are at a higher level than the boss before boss battles. Fast Battle is better than command battles, where you have to worry about remaining MP, for farming EXP and A-EXP in dungeons over long periods. First, create a large number of "Hissatsu Men," then explore dungeons where enemy levels are higher than your allies'. It is best to use the effect of "Hissatsu Men" to defeat high-level enemies in Fast Battle and farm experience.

↑If you want to earn A-EXP in the final stretch, the final dungeon, Terror King Star, is recommended. Completing one full lap of the dungeon will net you a considerable amount of A-EXP.

Collect "Magic Balls"

The enemies introduced on the right are the ones that drop the MP recovery item "Magic Ball." Since they are often lower level than the recommended level for clearing the dungeon, they are easy to defeat in Fast Battle, and you can obtain dozens just by defeating them for an hour. If you benefit from the skills "Lucky Item" and "Lucky Rare Item," you can collect them even more efficiently.

Dungeons where "Magic Orbs" are easy to collect

◉Gracia Jungle: Papilos

◎Goblin Nest: Papilos

◎Everwater Forest: Nightlight Butterfly Papilmas

◉Abandoned Road: Papilga

GAME SYSTEM

Make use of "Steal" and "Plunder"

The skills "Steal" and "Plunder" let you steal rare items dropped by enemies. Separately from this, drop checks are also performed in the result screen, so it is possible to obtain two rare items in a single battle. Among the items you can steal, the recommended ones are the items introduced on the right. In particular, items essential for purifying things like "Dragon God Water" and parameter-boosting items like "Vitality Incense" have limited ways to obtain them, so you need to steal them to increase your stock.

Items you want to steal

◉Heavenly Dragon Sacred Water, Graceful Spirit Water, Blessing Water

・Required to purify items

○Parameter-boosting items such as "Vitality Fragrance"

・Boosts a character's parameters overall

●Red Lion Cuirass

・Effective against dragon battles after purification

Netfor:

Train powerful characters

Leveling up and collecting high-performance equipment are the first steps toward developing a powerful character. But that is not all. Use the facilities in the armored tank to raise your parameters. Compared with the facilities in the armored tank that improve over time, parameter-boosting items such as "Vitality Incense," which increase your stats simply by using them, are extremely effective. Look for enemies that drop them, and aim to obtain them by stealing or defeating them.

Examples of elements that can raise parameters

- Facilities in the Armored Tank
  - Barrel bath
  - Prayer
  - Interaction with Basilio
  - Cleaning the interior
- "Vitality Incense" and other parameter-boosting items

Efficiently learning your companions' Royals

The road to unlocking your companions' Royals is a long one. Here, we introduce the steps to learn your companions' Royals in the shortest possible time. Use this as a reference and aim for efficient learning.

However, this flow does not take the acquisition of useful skills into account. If you want to train a stronger character, you should also study an Archetype that learns useful skills such as "Vitalja."

An example of the shortest route to a companion's Royal class

Companions	Archetype study route
Strohl	Fighter R20 Swordmaster R20 → Commander R20 General R20 → Samurai R20 → Warlord R20 → Royal Fighter
Hulkenberg	Knight R20 → Magician R20 → Wizard R20 Magic Knight R20 → Paladin R20 → Elemental Master R15 Dark Knight R15 → Royal Knight
Heismay	Thief R20 Assassin R20 Dealer R20 → Gunner R20 Seeker R10 Sniper R20 Ninja R20 → Commander R10 Tycoon R15 Knight R20 Magician R10 Magic Knight R10 Dragooner R15 Royal Thief Masked Dancer R20 Faker R20 Trickster
Junah	R20 Persona Master R20 Royal Masked Dancer Summoner R20 → Seeker R20 → Magic Seeker R20 → Soul Hacker
Eupha	R20 Devil Summoner R20 Royal Summoner Berserker R20 → Monk R20 → Kung Fu Master R20 → Destroyer R20 →
Basilio	Kensei R20 → Royal Berserker

Recommended inheritance skills

The skills introduced here are examples of skills that make progression easier. If you mainly fight with physical attacks, "Charge" is especially useful, and if you fight while stealing Press Icons with "Avoid Ring," then "Mind's Eye" is especially effective. Also, "Blessing's Grace" is effective in long battles such as dungeon exploration. "Item Appraisal" is an excellent skill with a wide range of applications. Make use of it in boss battles and the like.

◎ Examples of Powerful Skills

Skills	Effect
Charge	Doubles the damage of the next physical attack to 2.25 times. Since defense only reduces one attack's worth of damage, this can deal more damage than attacking twice.
Mind's Eye	Evasion rate +50%. When you evade, all of the enemy's Press Icons are consumed. Combining it with "Avoid Ring" and "Noble Thief's Soul" can limit the enemy's actions.
Dekunda	Negates allies' debuff effects. You want to nullify debuff skills immediately when they are used. Along with "Dekaja," which nullifies enemy buffs, this is a useful skill to have on at least one party member from the early game through the end.
Vitalja	Increase attack and defense by two levels. In battles against late-game bosses that use "All Reset" or "Dekaja," it is more effective to raise them by a larger amount at once than to keep increasing them continuously. It is even more effective when used together with "Vidalda."
Grace's Blessing	When your turn comes around while you are under a buff effect, MP recovers by 10. Combined with items or skills that automatically grant a buff at the start of battle, you can recover MP efficiently. It is more effective during dungeon exploration than in boss battles.
Steadfast Heart	Prevents mental ailments from afflicting you (Charm, Confusion, Forgetfulness, Sleep, Rage). Along with "Battle-Hardened," which prevents physical ailments from afflicting you, it is extremely effective against bosses that inflict status ailments. It is especially effective against the Crimson Dragon of the Apocalypse.
Item Appraisal	The effects of consumable items are doubled. Since item-based recovery also becomes more important in late-game boss battles, it is useful to inherit this to a healer. It applies not only to HP recovery items, but also to attack items and MP recovery items.

COLUMN

Obtain a trophy

The trophies you can obtain in this game are as follows. Some can be obtained automatically by progressing through the story, while others are difficult to obtain unless the player acts deliberately. Among them, "Run Through the Streets Blade" may not be obtainable even by the late game unless you are always moving around on a sword ride. Also, "Forbidden Tome Seal" cannot be obtained on your first playthrough, because the condition is to defeat the Crimson Dragon of the Apocalypse, a boss added in New Game Plus.

Trophy List

Trophy	Grade	Hidden	How to Obtain
The One Who Reached the End	Platinum	—	Obtained all other trophies
The New King's Coronation	Silver	○	Saw the true ending
Comrades Joined	Bronze	○	Cleared the northern border fortress
Old Mine Cleared	Bronze	○	Cleared the Nord Old Mine
Disaster Prevention	Bronze	○	Cleared the Regalis Cathedral
Truth Revealed	Bronze	○	Cleared Criante Castle
Infiltration Complete	Bronze	○	Cleared the Flying Tank Caladrius
Ritual Carried Out	Bronze	○	Cleared the Dragon Palace Temple
Special Mission Accomplished	Bronze	○	Conquered the Montario Festival Opera House
Decisive Battle for the Capital	Bronze	○	Conquered the Giant Face of Heaven
Sealed the Forbidden Book	Gold	○	Defeated the Crimson Dragon of the Apocalypse (bonus boss in the second playthrough)
The Downfall of the Ruin King	Gold	○	Defeated Ruin King Caladrius without defeating any of the six "servants" on the Dread King Star
One Who Has Mastered the Path	Bronze	' -	Mastered any Archetype (Rank 20) (any character)
A New Hero	Silver	—	The protagonist mastered all Archetypes (Rank 20)
Statue of the Heroic King	Bronze	○	The protagonist learned Prince
The Power to Unite	Bronze	—	Used Synthesis for the first time
Outstanding Team Tactics	Bronze	' -	Used 50 different types of Synthesis (if the Archetype used is different, even if the name is the same it is counted as a separate Synthesis)
Experiment started	Bronze	' -	Conducted a special experiment (either a mask or a vessel is acceptable)
Experiment ended	Silver	II -	Created all masks and vessels
Fast Attacker	Bronze	—	Knocked an enemy into a stunned state
Tactical Attacker	Bronze	—	Performed 100 encounters from a stunned state
The Art of Surviving	Bronze	—	Stole an item from an enemy
Money Power	Silver	—	Consumed a total of 100000 Reeve using skills that spend money
Sharp-Eyed Hunter	Bronze	' -	Elmenta (Blue Elmenta, Red Elmenta, Green Elmenta, Gold Elme Defeated a total of 10 (Elementa, Light Elementa, Dark Elementa)
Great Generals Never Get Hurt	Bronze	—	NO DAMAGE KILL achieved 50 times
Supreme Explorer	Gold	—	Exchanged all types of items that can be traded for Gold Crystal.
Best Neighbor	Bronze	—	Pressed the △ button 100 times in town, and consulted Gallica 100 times
Supporter Acquired	Bronze	' -	Obtained a Supporter (triggered a Supporter event)
A Solid Support Group	Silver	II	All Supporters reached Rank 8
Ultimate Chef	Silver	—	Created all dishes
Rookie Bounty Hunter	Bronze	' -	Defeated a bounty target for the first time
Savior of the Kingdom	Silver	' -	Completed all quests
Awakening Power	Bronze	—	Purified one of the pieces of equipment
Skilled at Making Ends Meet	Bronze	' -	Purchased at a discounted price at a shop (also includes discounts from Supporter abilities)
Thorough regional tour	Bronze	—	Visited every village
Getting to know the world	Bronze	' -	Unlocked all travel maps
Scenic View Hunter	Bronze	—	Obtained all travel illustrations
Powerful Debater	Bronze	—	At the podium, he won the exchanges with all opposing candidates
Exterminator	Bronze	' -	Achieved 30 consecutive wins in the high-tier gauntlet match at the arena
Blade Running Through the City	Bronze	—	Reached a certain total distance traveled while riding a sword
Front Girl and Behind-the-Scenes	Bronze	II -	Help out at Honeybee Whisper Tavern when Maria's Supporter Rank is 2 or higher
One Entrusted	Silver	○	Defeated all of the one who devours civilization, the one who devours scorching heat, the one who devours the poison of the stars, and the one who devours the souls of all people
Love a Thrill	Bronze	—	Succeeded at the highest difficulty in Martira's courage test
Bookworm	Bronze	—	Read every book in the leisure room of the armored tank

2
Metaphor:
ReFantasia
PARTY&
FOLLOWER

Party Members

Here, we cover the Archetype awakenings and provide detailed data on party members who join command battles. We also introduce Grius, who temporarily joins early in the game.

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Party Members

PARTY&FOLLOWER

Ally abilities are determined by their combined total with their Archetype

Except for a few cases, allies always have an Archetype equipped. Their parameters vary by individual, and those traits are similar to the parameters of the Archetype's original form. Also, HP and MP growth are shared, and are divided into four groups: the Protagonist, Strohl and Heismay, Hulkenberg and Basilio, and Junah and Eupha.

Remember the characteristics of each party member, and use the modifiers on the Archetype page (P.146) and the parameters gained through rank-ups as references to consider your party composition.

Timing of joining the party

Name	Initial LV	Archetype	Join	Page
Protagonist	–	Seeker	—	P.109
Strohl	3	Fighter	06/05	P.110
Hulkenberg	8	Knight	06/11	P.111
Hizame	22	Thief	07/04	P.112
Junah	34	Masked Dancer	08/13	P.113
Eupha	41	Summoner	(*1)	P.114
Basilio	46	Berserk	09/11	P.115
Graias	7	—	06/05	P.116

※1: Eupha joins sometime between 08/19 and 09/05

How to Read the Party Members Page

● Name: the appearance and name of the party member

② Initial Archetype: the Archetype first learned

③ Unique Archetype: the Archetype that the character can uniquely learn

4 Initial Parameters: the values of HP, MP, Strength, Magic, Endurance, Agility, and Luck when joining the party

⑤ Initial Equipment: the equipment when joining the party

⑥ Explanation: the characteristics of the party member

⑦ Archetype mastery reward: mastery rate is 10%
Rewards you receive each time it increases

⑧ Parameters by level: every 10 levels
Parameter values

HERO

Protagonist

Initial Seeker (P.153)	Unique Prince (P.194)

Initial Data

LV	HP	MP	Strength Magic Endurance Speed Luck
–	124		Varies depending on events (P.204)

Weapon Entrusted Sword	Armor Traveler's Clothes
Sub-Armor Traveler's Shoes	Accessory Travel Amulet

By allocating bonus points, you can make it either a balanced type or a specialized type

The protagonist's parameters are determined by their initial values in events, and they can further change the direction of growth with bonus points gained on level-up. If only leveling up is considered, parameters other than HP and MP at max level will be around 20, making them relatively low overall. Since the special Archetype, Prince, can be learned through an event, there is no particular Archetype that is essential for the protagonist, but it may also be good to make mastering the bonus your learning policy. Keeping in mind that the protagonist cannot be removed from the party, it is also recommended to prioritize learning the Seeker, Mage, Healer, Summoner, and Masked Dancer, which often play support roles in Synthesis. In addition, "Supreme Crown," which can be obtained when an Archetype's learning rate reaches 80%, has the effect of increasing the number of Press Icons by one, allowing more actions to be performed in battle.

⬆The protagonist gains one bonus point each time they level up. Bonus points can also be allocated from the Party screen in the main menu, so it's fine to leave them for later.

⬆Archetype mastery rate rewards can be obtained by meeting the mastery rate requirement. To achieve the 80% mastery rate needed to receive the "Supreme Crown," the protagonist must master 32 of the 40 Archetypes he can study.

Archetype Learning Rate Rewards

Completion rate	Rewards
10%	Hero's Fruit ×3
20%	Hero's Fruit ×5
30%	Hero's Light Leaf ×3
40%	Hero's Light Leaf ×4
50%	Hero's Jewel Root ×2
60%	Hero's Jewel Root ×3
70%	Hero's Jewel Root ×4
80%	Crown of Supremacy ×1
90%	Fortune Abacus ×1
100%	King of Kings ×1

Parameters by level

LV	HP	MP	Strength	Magic	Endurance	Speed	Luck
10	206	136	2(※1)	2(1)	2(1)	2(※1)	1(※1)
20	281	201	4(1)	4(1)	4(1)	4(※1)	3(※1)
30	348	261	6(1)	6(*1)	6(*1)	6(*1)	5(*1)
40	404	310	8(1)	8(*1)	8(*1)	8(*1)	7(*1)
50	450	351	10(1)	9(*1)	10 (*1)	10 (*1)	10(*1)
60	493	383	12(1)	12(1)	11(1)	12 (1)	12(1)
70	528	413	14(1)	14(1)	13(1)	14 (1)	14(1)
80	562	440	16(1)	16(1)	15(1)	16 (1)	16(1)
90	594	467	18(1) 18(1) 17(1) 18(1) 18(1)n494	20(1)	20 (1)	19(1)	20(1) 19(1)
99	625		※	※	※		

※1: This value is added to the result of the event (P.204)

STRAW

Strohl

Initial Fighter (P.160)	Unique Royal Fighter (P.195)

Initial Data

LV	HP	MP	Strength	Magic	Endurance	Speed	Lu
3	141	87	8 5		6 6 4		

Weapons Old-fashioned greatsword	Armor Leather Breastplate
Armor Leather Gloves	Accessory Noble Crest

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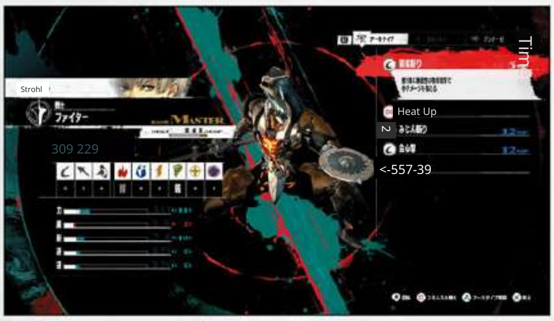
In the first and second halves of the story its role in command battles changes

Aside from Stroll's high "Strength," his parameters are fairly balanced with little variation, and his HP and MP grow in the same way as Hisame's. Since he joins the protagonist's party from the very beginning, he has many opportunities to learn a wide range of Archetypes. For that reason, be careful not to half-heartedly learn various branches and end up unable to correct your growth path. First, for the Royal Fighter

The key is to level up Warrior and Strategist to the highest rank and master them, then develop other Archetypes after that. When you have few allies in the early game, Warrior and Fighter are recommended because they can be expected to deal damage. In the later game, assign them to support roles such as Strategist or Trickster, and have them assist the allies who serve as the main attackers so that battles can proceed more favorably.



⬆In the early game, Strol will act as the main attacker, so you'll want to equip him with a weapon with high attack power. Also, since you need to master Warrior, raise Fighter to max rank.

⬆In the latter half, Archetypes with a wide variety of offensive options increase, so assign them to support roles in order to master Strategist. Taking advantage of their balanced nature, it is also recommended to make them an Archetype that complements the abilities your party lacks.

Archetype Learning Rate Rewards

Completion rate	Rewards
10%	Hero's Fruit ×3
20%	Hero's Fruit ×5
30%	Hero's Light Leaf ×3
40%	Hero's Light Leaf ×4
50%	Hero's Jewel Root ×2

Completion rate	Rewards
60%	Hero's Jewel Root ×3
70%	Hero's Jewel Root ×4
80%	Hero's Jade Root ×5
90%	Crouching Dragon War Fan ×1
100%	Overlord's Greatsword ×1

© Parameters by level

LV	HP MP Strength Magic Endurance					速	Luck
10	201 135 12			7	8	9	7
20	276 198		17	11	12	12	11
30	341 256 22			15	16	16	14
40	397 298 26			19	20	20	18
50	444 334		32	22	23	24	22

LV	HP	MP Strength		Magic Endurance Speed Luck			
60	486 367 37			26	27	27	26
70	521 396 42			30	31	31	29
80	555 423		46	34	35	35	33
90	587 450		52	37	38	39	37
99	618 477		56	41	42	42	40

HULKENBERG

Hulkenberg

Initial	Knight (P.163)	Unique	Royal Knight (P.196)

Initial Data

LV	HP	MP	Strength	Magic	Endurance	Speed	Luck
∞	201	114	9 6		11 6 7		

Weapon: Axe-spear of the Royal Knights		Armor	Chain mail
Sub-armor: Black steel helmet		Accessory: Knight’s Medal	

It draws enemy attacks and takes damage for allies

A skill suited for a tank role

The Knight, the initial Archetype, has high HP and high growth in “Strength” and “Endurance,” so it is a character that excels in the front line of the party. Conversely, “Agility” grows the lowest among the members and is also the hardest to improve, so in battle the action order is often later. HP is at a high level even among the members, and it continues to grow well up to around LV. 40. However, MP is on the low side. Knight and Mage, which are the requirements for learning Royal Knight,

As you progress through the class, your MP increases thanks to the Mage Master Bonus, so you’re less likely to run out of MP toward the end of the story. Also, in the early game, it’s a good idea to take Monk to make use of its high HP and inherit “Vitality Spring” to strengthen your frontline role. If you’re serving as the party’s shield, cover for that by raising “Endurance” with equipment or by restoring HP every turn.

⬆ When there are multiple enemies in command battles, if several allies are attacked each turn, healing may not be able to keep up. Here, try using “Knight’s Declaration” to draw enemy attacks onto Hulkenberg.

⬆ For Hulkenberg’s HP recovery in the early game, equip “Healing Bell” so she can firmly fulfill her role as a shield. It can be obtained in places such as the Abandoned Tomb, which is the destination for “Deliver the Ring to Kukulus” (p. 249).

Archetype Learning Rate Rewards

Completion rate	Rewards	Completion rate	Rewards
10%	Hero's Fruit ×3	60%	Hero's Jewel Root ×3
20%	Hero's Fruit ×5	70%	Hero's Jewel Root ×4
30%	Hero’s Light Leaf ×2	80%	Hero’s Jade Root ×5
40%	Hero's Light Leaf ×4	90%	Apollon No. 11 ×1
50%	Hero's Jewel Root ×2	100%	Save the King ×1

Parameters by level

LV	HP	MP Power Magic			Endurance	[redacted] 速	Luck
10	219 126	10		7	12	6	8
20	301 182	15		11	17	9	11
30	375 231		20	14	22	12	15
40	436 268		25	18	27	14	19
50	484 303		30	22	32	16	23

LV	HP	MP	Strength 35 40 45 5	Magic	耐	Speed	Luck
60	526 336			26	37	19	26
70 561 365				29	42	22	30
80	595 392			33	47	24	34
90	627 419			37	52	26	38
99	658 446		55	40	56	29	41

PARTY & FOLLOWER

HEISMAY

Heismay

Initial	Thief (P.176)	Unique	Royal Thief (P.197)

Initial Data

LV	HP	MP	Strength	Magic	Endurance	Speed	Luck
22	287	213	13	10	8	22	14

Weapons: Nameless Uchigatana	Armor: Silent Clothes
Armor: Headband	Accessory: Household Safety Talisman

To meet the prerequisites for Royal Thief

Let's narrow down the archetypes to develop

Haisame's parameters grow with high "Agility" and "Luck," while "Magic" and "Endurance" do not increase much. Since "Agility" grows the most, he is always first in battle turn order, making him suited to using buffs and debuffs. Also, the Thief's "Steal" skill depends on "Agility" for its success rate, so Haisame is naturally the best fit. Therefore, if you set the next character to act as the main attacker, you can create a flow of defeating enemies one by one after stealing their items, so this is recommended. The path to Royal Thief is harsher than any other royal class, and while raising Thief, Gunner, and Merchant to the highest ranks, you will also need Seeker, Mage, Knight, and Commander, making the prerequisites numerous. For that reason, it is important not to wander off too much and, once the necessary archetypes are unlocked, proactively study them.

↑ The road to learning Royal Thief is very long, but the skill "Steal" is very appealing. By the time you can learn it, Haisame's parameters should have grown, and the success rate should be much higher.

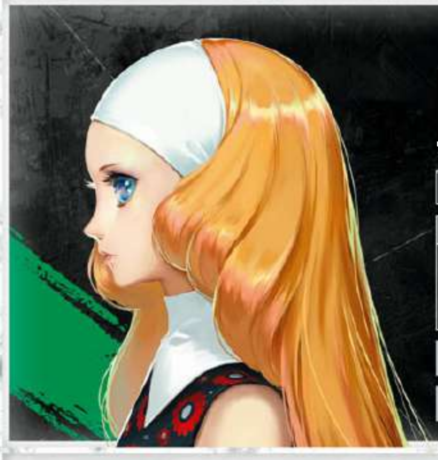
↑ At high levels, Haisame's "Speed" is about 10 points lower than Junah and Eupha, the next highest. When you want to adjust the turn order, it's safest to remove Haisame from the party.

Archetype Learning Rate Rewards

Completion rate	Rewards
10%	Hero's Fruit ×3
20%	Hero's Fruit ×5
30%	Hero's Light Leaf ×3
40%	Hero's Light Leaf ×4
50%	Hero's Jewel Root ×2
60%	Hero's Jewel Root ×3
70%	Hero's Jewel Root ×4
80%	Hero's Jade Root ×5
90%	Joker Knife ×1
100%	Goemon's Secret Blade ×1

Parameters by level

LV	HP	MP	Strength	Magic	Endurance	Speed	Luck
10	198	138	9	7	5	14	8
20	273	201	12	10	8	20	13
30	338	259	16	12	10	27	18
40	394	301	19	15	13	33	23
50	441	337	24	17	15	39	28
60	483	370	27	20	18	45	33
70	518	399	31	22	20	52	38
80	552	426	34	25	23	58	43
90	584	453	39	27	25	64	48
99	615	480	42	30	27	69	53



JUNAH

Junah

Initial	Masked Dancer (P.186)	Unique	Royal Masked Dancer (P.198)

Initial Data

LV	HP	MP	Strength	Magic	Endurance	Agility	Luck
	334		7	29	12	20	23

Weapon: Vermilion Iron Fan	Armor: Fairy Silk Blouse
Sub-armor: Red Dance Shoes	Accessory: Seeker's Mask

Strengthen "Magic"

Let's boost the damage dealt by magic attacks.

As for parameter growth, "Magic" is overwhelmingly high, while "Agility" and "Luck" are also high, and "Strength" is extremely low. This makes the character a type that excels at magic attacks and recovery from the back row. The initial archetype, Masked Dancer, cannot bring out its full potential without a mask, so until you have assembled enough, it's recommended to learn the required Jester skills for the Royal Masked Dancer first. By using Master Bonuses and skill inheritance, it would be good to further enhance the character's superior attributes.

Juna deals a large amount of damage with magic attacks, so by combining this with skills that inflict weakness attributes, you can intentionally deal massive damage. Against enemies with many resistances, have allies act before Juna in the turn order use skills, or equip the "Shadow Clone Human Figure" and use skills yourself to unleash strong attribute attacks in quick succession.

⬆ Since Juna's "Magic" grows high, if you're unsure which mask to choose, it's recommended to pick a skill with magical atta ck. Conversely, for physical attacks that require "Strength," you may not be able to expect high effectiveness.

⬆ There is a gap of a few days between when Juna becomes an ally and when her Supporter Rank is unlocked. Once you enter the period of the Dragon Palace Temple, prioritize unlocking Supporter Rank, and while you're at it, use the Sign of the Circle to develop the Masked Dancer.

Archetype Learning Rate Rewards

Completion rate	Rewards
10%	Hero's Fruit ×3
20%	Hero's Fruit ×5
30%	Hero's Light Leaf ×3
40%	Hero's Light Leaf ×4
50%	Hero's Jewel Root ×2
60%	Hero's Jewel Root ×3
70%	Hero's Jewel Root ×4
80%	Hero's Jade Root ×5
90%	World Tree Gold Leaf ×1
100%	Femme Fatale Fan ×1

Parameters by level

LV	HP	MP Strength		Magic	Endurance	Speed	Luck
10	179 155		46	14	Endurance 68	Speed 8 14	11
20	248 224			20			15
30	312 283		7	26	11	19	20
40	362 331		8	33	13	24	25
50	406 370		9	39	16	28	31

LV	HP	MP Strength	Charisma	Magic	耐	Speed	Luck
60	444 407			45	18	34	35
70	476 439		11	51	21	39	40
80	507 469		12	58	23	44	45
90	538 497		13 14	64	26	48	51
99	568 525 16			69	28	53	55

Eupha

Initial Summoner (P.190)	UniquRoyal Summoner (P.199)

Initial Data								
LV	HP	Absolutely	Strength	Magic	Endurance	Agility	Luck	
41	373	[redacted]	15 27 20 24 19					

Weapon Mother Shrine Maiden's Staff	Armor Shrine Maiden's Robe
Sub-armor Shrine Maiden's Hair Ornament	Accessory Shrine Maiden's Proof

By recruiting her early

Let's extend the period for studying the Archetype

Yufa has above-average "Magic," "Agility," "Endurance, " and "Luck," and can fight from either the front or back row. However, her HP growth is low, while her MP grows high, so she is not suited for a martial artist who uses skills by consuming HP. Since the timing for her to join the party is flexible, if you want to recruit her early, it is best to advance "Dragon God's Spear Acquisition Operation" (p.225) ahead of schedule and clear it while leveling up inside the dungeon. Initial Archetype

Because the Summoner can unleash tremendous power by obtaining a vessel, whenever you get a dedicated item, go to Academia and perform the special Summon Beast experiment. It is recommended to first study Summoner and Seeker, which are prerequisites for Royal Summoner, and then focus on archetypes such as Mage and Cleric, which make use of high Magic and MP, as well as Strategist and Trickster, which serve as support roles thanks to their fast action order.

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Unlike the mask of the Masked Dancer, only one Summoner's vessel is enough even if there are multiple Summoners. The materials are obtained from enemy drops and the like, so collect them steadily.

Eupha joins through the flow of this operation, and in the first dungeon only accompanies the party. Without being able to level up or change equipment, she is forced into the boss battle. Check the boss's weakness and aim to clear it without retiring.

Archetype Learning Rate Rewards

Completion rate	Rewards	Completion rate	Rewards
10%	Hero's Fruit ×3	60%	Hero's Jewel Root ×3
20%	Hero's Fruit ×5	70%	Hero's Jewel Root ×4
30%	Hero's Light Leaf ×3	80%	Hero's Jade Root ×5
40%	Hero's Light Leaf ×4	90%	Bodhisattva's Sacred Rod ×1
50%	Hero's Jewel Root ×2	100%	Kannagi's Staff x1

Parameters by level

LV	HP MP Strength			Magic Endurance Speed			運
10	185 149		70257	12	8	9	Luck 7 11 15 18 2
20	254 218		10	16	13	13	11
30	318 277		12	22	16	18	15
40	368 325 15			27	20	23	18
50	412 364		17	32	23	29	22

LV	HP	MP Strength		Magic Resistance		Speed Luck	
60	450 401 20			36	28	33	26
70 482 433 22				42	31	38	30
80	513 463 25			47	35	43	33
90	544 491 27			52	38	49	37
99	574 519		29	56	42	53	41

BASILIO

Basilio

|Initia Berserker (P.192)	Uniqu Royal Berserker (P.200)

Initial Data								
LVHP 77		MP	Strength Magic Endurance Speed Luck					
281			36 9		34 22		14

Weapon "Double-edged 'Flying'	Armor Demon Beast's Breastplate
Sub-armor Vambrace	Accessory Twin-thread Decorative Cloth

Let's grow him into a physical attacker capable of physical attacks with various attributes

and make him a physical-main attacker

Basilio, who joins last, has a limited number of days, making it difficult to raise his Archetype proficiency rate. First, prioritize having him learn Berserker and Martial Artist, which are needed for the Royal Berserk. Be aware that ranking up the Royal Berserk requires raising Basilio's Supporter rank. His parameter growth is especially high in Strength and Endurance, with Agility average, while Magic and Luck are low. HP and MP grow in the same way as Hulkenberg's. Since he can serve as the main physical attacker, it is recommended to learn the Slash-type Warrior and Pierce-type Knight so he can handle attributes other than the Strike-type that Hulkenberg is good at. Also, if you have spare money toward the end of the game, learning Merchant and increasing your attack options with Almighty-type physical attacks is also effective.

↑ Although Basilio joins late in the game, there are plenty of dungeon destinations, so it is easy to level up. If you find a Pull Crystal, which spawns enemies that are easy to defeat, it is recommended to spend time developing his Archetype.

↑ Besides leveling up and equipping items, there is also the option of obtaining the Master Bonus for the Warrior and Berserker to increase "Strength." It would also be a good idea to save the "Strength Incense" you find in dungeons for Basilio.

Archetype Learning Rate Rewards

Completion rate	Rewards
10%	Hero's Fruit ×3
20%	Hero's Fruit ×5
30%	Hero's Light Leaf ×3
40%	Hero's Light Leaf ×4
50%	Hero's Jewel Root ×2

Completion rate	Rewards
60%	Hero's Jewel Root ×3
70%	Hero's Jewel Root ×4
80%	Hero's Jade Root ×5
90%	Fist of the Creation of Heaven and Earth ×1
100%	Ancient God ×1

Parameters by level

LV	HP	MP	Strength	Magic	Endurance	Agility	Luck
10	231 117		14	4	12	∞	5
20	313 173 20			5	18	12	∞
30	387 222		26	7	24	16	10
40	448 259		32	8	31	19	13
50	496 294 39			9	37	23	15

LV	HP MP Power			Magic Endurance Speed			Luc
60	538 327 45			10 43		27	18
70 573 356 51				12	49	31	20
80	607	383 57		13	56	34	23
90	639	410	64	14	62	38	25
99	670	437	70	15	67	42	27

GROSS

Graias

Initial	—	Unique	—

Initial Data							
LV	HP	MP	Strength	Magic	End	Spd	Luck
7	252	170	14	7	8	7	6

Weapon Sharpened Military Saber	Armor Army Soldier's Breastplate
Sub-armor Horsehide Gauntlets	Accessory Garnet Rough Stone

Temporarily becomes an ally early on
Serves as the protagonists' battle guide

Graias joins the party after the defeat of Homo Gorleo at the fort on the northern border. Acting as the former prince's mentor, he explains Fast Battles and Command Battles to the protagonist and the others. His starting level is a little high, and since Strohl has not yet learned an Archetype, he is reliable as an attacker. Until Klingel is defeated, he will be under auto control, so when his HP drops, heal him with "Di." Klingel

After defeating it, you awaken to the Archetype, and can learn Seeker Magician/Fighter, making it possible to give commands in command battles from then on. Once you enter the area where the Fire Dragon Mauna is located deep in the Nord Ruins Mine, you cannot return to the previous area, so if you plan to defeat it, advance preparation is important. Incidentally, the unique support skill "Phantom Dance" can deal damage equal to 20% of the enemies' HP to all enemies.

⬆ You can travel with Grius from the Nord Road. Along the way, he teaches the inexperienced protagonists how to judge enemy strength and how to lock on. Try it out repeatedly here until you get the hang of it.

⬆ Grius will also be able to equip Archetypes, so it is possible for the three of them to equip Seeker, Magician, and Fighter at the same time. In the Nord Ruins Mine, be sure to try out lots of Archetype skills.

COLUMN

Gallica is the party's cheerleader

Gallica does not directly participate in battle, but she is an enthusiastic cheer squad leader who cheers you on from beside you. She tells you about your allies' condition, and praises you when you land weakness attacks or critical hits. For details on Gallica's support, check p.099.

Dodge the enemy's attacks
And immediately praises you.

PARTY&FOLLOWER

Supporter

Here, we introduce the Supporters who help the protagonist. By deepening your bond with a Supporter, their rank will increase, and you can learn various abilities, including Archetypes.

PARTY&FOLLOWER The bond with Supporters will help you on your arduous journey

The magic at the core of this work, and the Archetypes that wield it, are gained through the bonds formed with the many people the protagonist meets on his journey. Supporters include those who fight alongside you as party members, and those who support your journey from the rear; the number of bonds is the number of protagonists will grow. Supporter ranks go up to Rank 8, and each rank has its own abilities to learn. The conditions for triggering rank-up events differ for each Supporter, so please advance your ranks efficiently within the time limit.

How to read the Supporter pages

RANK 1	Day and night city travel
Rank Unlocking timing	Northern Border Fortress ~ Royal Capital Forced event
Learned ability: Warrior Archetype	
Can take Fighter classes	

RANK 6	Day and night city travel
Rank	Imagination Rank 3
Unlock Timing	Help Strohl search for his inheritance (p.250)
Learned ability: The True Value of Inheritance	
The number of skill inheritance slots for the Warrior line increases to 3	
Earned ability: One Heart, One Body	
Even if Strohl is in reserve, you can obtain all battle experience	

1	Good words, 450	
	What do you mean?	450
	That he loved his	250
2	That he had a strong sense of justice	450
	That he was a person of virtue	600

① Supporter name: the appearance and name of the supporter

② Type: the archetype line of the abilities learned by the supporter

③ Exclusive item: An item received the day before the incursion into the Lord of Terror's星. You need to have the supporter rank at Rank 8

④ Synopsis: A synopsis of the story that occurs in the supporter rank-up event

⑤ Explanation: An overview of the rank-up event

⑥ Rank-up event details: Details about the rank-up event. See 9~13 for the details in the table Crank: supporter rank

8 Acquisition of archetype: Displayed when there is an archetype among the acquired abilities

⑨ Occurrence conditions: The conditions under which a rank-up event occurs. If there are conditions, each icon lights up.

Conditions are present when the icon lights up.

- Day... time period is daytime
- Night...... time period is nighttime
- City... The Supporter is staying in the city. This includes the armored tank docked in the city.
- Travel... The Supporter is traveling on the armored tank

⑩ Kingly Qualities: The kingly qualities required for the rank-up event

1 Unlock timing: The story segment where the rank-up event begins. Also lists the quest that must be completed. Forced events refer to events that occur automatically. 1 Learned ability: The name and description of the ability that can be learned upon ranking up

1 Choices: The choices that occur during the event and the amount of MAG obtained as a result. Only those from which MAG can be obtained are listed.

The rank-up pace changes depending on story progression and conditions.

To increase a Supporter rank, you need to trigger the Supporter rank-up event. There are various conditions, and the time of day, location, Kingly Virtues, and the current story progression must all match. The events that occur can be completed at any time without any problems.

It's the husband. Also, because you can't trigger it on consecutive days with the same person

can occur, keep in mind that there must be a one-day gap. The table below maps the timing at which rank-up events are unlocked to the story period. Since the rank-up pace varies depending on how the player progresses, please use it to trigger them efficiently.

ND means a new bond. If it appears, it's complete. NEW BO The event content is the handshake screen

Event content. An event tied to the main story. Gallica is a mandatory event, so that is to say.

Quick Reference Table for Supporter Rank Unlocks

Name	of the Northern Border ~ Capital City	Legaris Cathedral	Great Sand Worm Nest	Criante Castle	Caladrius Ship	Dragon Palace Temple	Mountain City Altabury	Royal Capital ~Sky Giant Face
Gallica	1	2	—	3*	4, 5★	6	—	7★.8★
Strohl (1) ※	1	2. 3. 4. 5. 6. 7.8						
Hulkenberg (※1)		1	2, 3, 4, 5, 6, 70, 8					
Hizame (2)		—	—	1*	20, 3, 4, 5, 6, 70, 8			
Junah	—	—	—	—	—	1.2. 3. 4. 5. 6. 7. 8		
Eupha		—	—	—	—	12, 3, 4, 5, 60.7 0.8		
Basilio		—	—	—	—		1, 2, 3, 4, 5, 60.74.80	
Neuras		—	1.2.3.40.50.60. 7. 8					
Maria		—	200.3. 4. 5. 6. 70.8					
Catherina		1 ◆	2	3	4		5,6,7,8	
Alonzo	—	—	100		20. 3, 4, 5, , 7, 8			
Bardon	—	—	—	1	2, 3, 4, 5, 6, 7			8
Brigitta	—	1. 2. 3. 4. 5. 6. 70						8
More	1	20	3.4.5.6.7.8					

★・・・・・Forced event, ◆・・・・・・Quest completed, ・・・・・・Kingly virtues

※1 Strohl and Hulkenberg will not have events during the main operation at the Regalith Grand Cathedral and Criante Castle

※2: Hizame's Rank 2 event will occur after clearing the main operation at Criante Castle

Kingly virtues required for rank-ups by Supporter

Name	Supporter Rank	Required Kingly Qualities
Strohl	Rank 6	Creativity Rank 3
Hulkenberg	Rank 7	Insight Rank 4
Heismay	Rank 2	Persuasion Rank 2
	Rank 7	Creativity Rank 4
Junah	Rank 5	Creativity Rank 4
Eupha	Rank 6	Persuasion Rank 4
	Rank 7	Insight Rank 5
Basilio	Rank 6	Creativity Rank 5
	Rank 8	Persuasion Rank 5
Maria	Rank 2	Rank 2 of Tolerance
	Rank 7	Rank 4 of Tolerance

Name	Supporter Rank	Required Kingly Qualities
Carina	Rank 6	Acceptance Rank 5
Alonzo	Rank 1	Creativity Rank 2
	Rank 2	Insight Rank 3
	Rank 4	Acceptance Rank 3
	Rank 7	Courage Rank 5
Bardon	Rank 5	Persuasion Rank 3
Brigitta	Rank 1	Insight Rank 2
	Rank 5	Courage Rank 3
	Rank 7	Courage Rank 4

Mage GALLICA

Gallica

Exclusive item
Soothing Fragrance Pouch

Gallica, who had been sent on a special assignment from the organization, and the protagonist. She had been giving various pieces of advice to the protagonist, who had little knowledge of traveling, but upon witnessing his rapid growth, she begins to feel inadequate as a guide herself.

Rank-ups depend on the progression of the story

The defining feature of Gallica's rank-up events is that they occur automatically in line with the story. In this work, where the dates are not fixed, clearing them early also allows you to learn abilities sooner. Supporter ranks 7 and 8 are during the Capital ~ Heavenly Giant Face period, and

る Occurs on 09/23 and 09/24, and the highest-tier Mage archetype becomes available to study. If you want to study Royal Knight as quickly as possible, then before this period, Hu

Rukenberg's Knight and Mage Archetypes 4

Let's prioritize leveling it up.

Rank-up Event Details

RANK 1
【Day/Night City Travel|
Rank —
Unlock timing: Northern Border Fortress ~ Capital, mandatory event
Learned Ability: Mage Archetype
You can learn the Magician

RANK 2
Day and night city travel
Rank —
Unlock timing: Regalis Cathedral Forced Event
Learned Ability: Mage's Style
Can reduce the MAG required to study Mage-line classes
Learned Ability: Voice of a Supporter
You can sense the voice of a supporter even when far away

RANK 3
Day and night city travel
Rank —
Unlock timing: Criante Castle Forced Event
Learned Ability: Mage Archetype - Advanced
You can learn Wizard
Learned Ability: Enemy Analysis
In command battles, analysis of enemy information becomes more detailed

RANK 4
Day/Night City Travel
Rank —
Unlock timing: Caladrius Forced Event
Learned Ability: Skill Inheritance Expertise
The number of skill inheritance slots for the Mage lineage increases to 2.
Learned Ability: Signs of Reinforcements
When using Fairy Eyes in dungeons, the information displayed becomes more detailed

RANK 5
Day and night city travel
Rank —
Unlock timing: Forced event
Learned Ability: Mage's Dignity
Can significantly reduce the MAG required to study Mage-line classes

RANK 6
Day and night city travel
Rank —
Unlock timing: Dragon Palace Temple Forced Event
Learned ability: The True Value of Inheritance
Increases the number of Mage-line skill inheritance slots to 3

RANK 7
Day and night city travel
Rank —
Unlock Timing: Capital ~ Giant Face of Heaven Forced Event
Learned Ability: Essence of Inheritance
The number of skill inheritance slots for the Mage lineage increases to 4

RANK 80
Day/Night City Travel
Rank —
Unlock timing: Forced event
Learned Ability: Mage Archetype - Highest Rank
You can learn Elemental Master and Warlock
Learned Ability: Resolve to Win
During command battles, there is a certain chance to increase the Press Icons

Warrior STRAW

Strohl

Exclusive item
Short sword with a family crest

One day, while traveling with the protagonist, he meets Ranjifu, who had served the Harieitas family in the domain. Having learned how the former residents live, Strohl decides to look for what he can do as a lord.

Let's shorten the period before an event occurs

Once you defeat Kringel in the Nord Abandoned Mine, the Supporter rank will be unlocked. “Operation to Defeat the Corpse User” (P.208) and “True Kidnapper Capture Operation” (P.216) Until the period before completing the quest, rank-up i events do not occur, so build up your kingly qualities or prioritize clearing the dungeon. Suppor

At Supporter Rank 4, the Traveling Armored Tank becomes a condition for triggering the event, so it is recommended to trigger the event as you move to the dungeon. Imagination Rank 3 is required during the process of advancing “Help Search for the Troll's Inheritance” (P.250), in a conversation with a merchant in the market in front of Regalith Cathedral.

↑ Seven years have passed since the day they barely escaped from Hariya Village, and Stroll and Ranjif were relieved to confirm each other's safety and rejoice.

The shop owner in the photo above is someone who knows about Stroll's parents' inheritance. Talk to him after raising the King's Virtue: Imagination to Rank 3.

Rank-up Event Details

RANK 1

Day and night city travel	—
Rank Unlock Timing	Northern Border Fortress ~ Royal Capital Forced event
Learned Ability Warrior Archetype	Can take the Fighter course

🠕Stroll, who has a tragic past, learns the truth behind the incident from Klingel's story and is overcome with anger. Upon learning that the target of his revenge is Louis, the assassination target, he vows to cooperate with the protagonist's special mission.

RANK 2

Day Night Town Travel	—
Rank Unlock Timing	Regalis Cathedral
Learned Ability Warrior's Bearing	Studying the warrior line can reduce MAG
Learned Ability Resolute Strike	If Stroll attacks a Ningen-type monster, c Critical rate increases

	Let's look for a way to help.	600
1	If we build a house, that should do it	250
	Take them along with us?	250
2	Let's settle this.	600
	I should give them a lecture.	250
	If I have time?	450
3	It's about my comrades	600
	I want to do something about it.	450

RANK 3 — Day/Night City Travel

Rank	—
Unlock Timing	—

Learnable ability: Higher-tier Warrior archetype

You can unlock the Swordmaster

1	That's quite a way to put it	600
	Then lend me your strength	600
2	I'll go with you	450
	Are you okay?	250

⬆ He asks the highland lord, who owns land in the capital, for support for the residents, but is coldly turned down. Feeling powerless, Stroh is then told by Rangif about the existence of the inheritance left by the former lord.

RANK 4 — Day/Night City Travel

Rank	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

The number of skill inheritance slots for Warrior lineages increases to 2

1	Let's restore the house	—
	Let's save the people of our hometown	—
	We can live carefree	250
2	Let's go and find out	250
	"Where is your hometown?"	250
3	I want to see my hometown.	600
	A Thank-You in the Form of an Inheritance	600
	I'm worried about being alone...	600

RANK 5 — Day/Night City Travel

Rank	—
Unlock Timing	—

Learned Ability: Warrior's Dignity

Can greatly reduce the MAG required to study Warrior-type classes

Learned Ability: Resonance of Battle

Increases the battle EXP Stroll earns when he is in reserve

1	What a shame	—
	Someday, you'll be able to see it	250
	I'm seeing with my mind's eye.	—
2	I don't mind.	600
	You're timid.	—
	Are you a child?	—
3	Calm down.	250
	……。	250
4	Do you have any idea?	450
	Because it's a big city...	250
	What is a father?	450

*1: Unlocking Prince is required to take this course

RANK 6 — Day / Night Town Journey

Rank	Imagination Rank 33
Unlock Timing	Help Stroh search for his inheritance (P.250)

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for the Warrior line increases to 3

Learnable ability: Inseparable

Even if Strohl is in reserve, you can still gain all battle experience

1	That's a nice line	450
	What do you mean?	450
2	That he loved his son	250
	Having a strong sense of justice	450
	A man of virtue	600

RANK 7 — Day Night Town Travel

Rank	—
Unlock Timing	—

Acquired Ability Warrior Archetype · Highest Rank

Can learn Samurai

1	What is it?	—
	...That bothers me...	250
	It seems to be a valuable story.	—
2	Tell the truth	450
	Stick to your ideals	600
3	I didn't do anything	600
	It's the power of our feelings	600

RANK 8 — Day / Night Town Journey

Rank	—
Unlock Timing	—

Learned Ability: Essence of Inheritance

The Warrior skill inheritance slots increase to 4.

Learned Ability: Ningen Killer

If Strohl attacks a Ningen-type monster, c
Critical rate increases significantly

Learned Ability: Great Illusion

You can learn Royal Fighter (※1)

1	There is	450
	All you have to do is prove it.	250
	Everyone has value	250
2	That's talent, too	250
	Just be honest and happy about it	—
3	It's only natural	250
	It was my parents' will	250
4	Maybe so.	250
	I knew you'd believe in me.	1000
5	No.	1000
	A child doesn't know a parent's heart.	1000
	I'm being filial.	1000

Knight HULKENBERG

Hulkenberg

Exclusive item
Notes on the Knight's Code of Conduct

Hulkenberg, who left the knights to save the prince, reunites with Rodante, with whom he competed and improved himself during his days as a recruit. Troubled by the drastic change in the man who has become the commander of the knights, he asks himself what it means to be a knight.

If you want to go for the fastest route, growth in Insight rank is important

Supporter rank is unlocked after the first infiltration of Regalis Cathedral.
"Undead Slayer Operation" (P.208)
and up until the period before completing the quest "True Kidnapper Capture Operation" (P.216), rank-up events occur
Does not occur. Hulkenberg's Supporter rank by the Caladrius
soirée event (P.220)

Since it can maximize it, the support ranks 3, 5, 6, and 8, which trigger the traveling armored tank, should be prioritized so you can advance the events. Also, at support rank 7, you need to raise Insight to rank 4, so if you want to take the highest-class Knight early, try actively increasing your Insight.

⬆Hürkenberg kneels before Griais's body, who died while bound by a mysterious chain.
She had come to the royal capital for the state funeral, having suspended her search for the prince.

Kemberg

⬆Hürkenberg's training with the protagonist continued throughout the journey.
Stroll, who was with them, also joined in, and the three worked hard together on grueling training.

Stroll

Rank-up Event Details

RANK 1

Day and night city travel	—
Unlock Timing	Regalis Cathedral
	Forced event

Learned Ability: Knight Archetype
Can take the Knight class

⬆After defeating the undead Griais, the three returned to the Honeybee Inn.
Gallica tells Hürkenberg about the special mission to assassinate Louis.
And she, too, became a companion who inherited Griais's will.

RANK 2

Day Night Town Travel	—
Unlock Timing	—

Learned Ability: Knightly Bearing
Can reduce the MAG required to learn the Knight line

Learned Ability: Memory of the Guardian
When the protagonist is subjected to an attack that increases enemy actions, Hjulkenberg will occasionally cover for the at
by chance

	Rival	450
1	He looks tough	450
	What kind of person?	250
	Are you okay?	450
2	Don't mind it	250
	Unlikable	—

RANK 3 ★

Rank	Day/Night City Travel
	—
Unlock Timing	—

習得 Ability: Advanced Knight Archetype

You can take the Magic Knight course

1	To do anything and everything	250
	I don't know	—
2	That's not true	250
	Don't rush	—
	Make it tougher!	450
3	That's not true	—
	There's no need to rush	250
	Not like you	450

RANK 4

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

The number of Knight-type skill inheritance slots increases to 2

1	Don't worry about it	250
	It happens all the time	450
	The other side is at fault	250

⬆ The group that came to the capital to buy weapons stumbled upon the execution of Roddante at the scaffold. Ignoring Hülkenberg, who was enraged by the way the knights were conducted, Roddante walked away without giving him a second thought.

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Knightly Dignity

Greatly reduces the MAG required to take the Knight line

Learned Ability: Resonance of Battle

The battle EXP gained when Hulkenberg is in reserve increases

1	Are you going to run away again?	600
	So you're staying silent?	600
2	Don't be afraid.	600
	We have our companions too.	600
	That's unlike you.	600

RANK 6

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for knight-type classes increases to 3

Learnable ability: Inseparable

Even if Hulkenberg is in reserve, you can still gain all battle experience points

1	That was bold	250
	Will you comply?	—
	Are you willing to risk your life?	250
2	I'll cheer you on	250
	I'm sure we can win	450
3	That's a respectable idea	—
	You just have to show them	250
	You can definitely do it	250
4	I don't mind.	450
	What should I do?	—
	If you're the referee on the winning side	600

RANK 7 ★

Rank	Day Night Town Travel
	Insight Rank 4
Unlock Timing	—

Learned Ability: Knight Archetype - Highest Rank

Can study Paladin and Dark Knight

1	The act was stopped	450
	You fought admirably	450
2	Done	450
	Stuck to his convictions	450
	A splendid knight	600

RANK 8 ★

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Essence of Inheritance

The number of skill inheritance slots for the Knight line increases to 4

Learned Ability: Guardian's Resolve

When the protagonist takes an attack that increases enemy actions, there is a high chance that Hulkenberg will shield the attack

Learned Ability: Great Illusion

Can learn Royal Knight (※1)

1	Everything is settled.	250
	We can't let our guard down.	450
	Being confined is a bit...	—
2	I can't afford to lose.	450
	(※2) Let's guide His Highness.	1000
	I'll make it happen	1000
	(※3) I can't hand over the throne	600
3	I'm counting on you	1000
	Now that's a knight	1000
	I'll protect you	1000

※1: Unlocking the Prince is required to take this course ※2: Choice before the Prince is revealed ※3: Choice after the Prince is revealed

Thief HEISMAY

Heismay

Exclusive item

Ash Star Stone Bracelet

After the tragedy at Criante Castle, Hiasame had been searching for a place to bury his son’s urn. One day, he recalls a landscape very similar to a piece of land he had taken a liking to. It was his hometown, which he abandoned in his youth.

2. Let’s consciously make time available

The Supporter Rank is unlocked in the rank-up event that occurs after clearing the Great Sandworm’s Nest. After that, until the conquest of Criante Castle, no Supporter Rank 2 event will occur, so Mar

If you want to rank up during your stay in Thira, complete “Operation: Capture the Real Kidnapper” (12/15) early

and secure some waiting days.

Don’t forget to raise Persuasion to Rank 2. Hyzame appears at varying times depending on the time of day, so when the conditions for Supporter Ranks 2 and 7, which require the city at night, are met, try to do something other than infiltrating dungeons and consciously secure nighttime.

↑ To go see Hyzame, you must go to the Great Sand Worm Nest on 07/02. If you’re traveling, make sure to return by the night of the previous day.

↑ After clearing Criante Castle, the rank-up events with Hyzame resume. Once night falls, go meet Hyzame, who is in the armored tank.

Rank-up Event Details

RANK 1

Rank	Day/Night City Travel
	—
Unlock Timing	Criante Castle
	Forced event
Learned Ability: Thief Archetype	
Can study Thief	

↑ The night he learned the secret of Criante Castle, Haisame tells the protagonist about his own background. And he comes to realize that what he had always thought was necessary was actually something different.

RANK 2

Rank	Day and Night City Journey
	Persuasion Rank 2
Unlock Timing	—
Learned Ability: Thief’s Demeanor	
Reduces the MAG required to study Thief-line archetypes	
Learned Ability: Keen Hearing	
The location of powerful enemies is displayed on the dungeon map	

1	Couldn’t see it	250
	One more time	250
	So cool…	250
2	I want to give it a proper burial	450
	Let’s look for a good place	450
3	It’s for my precious companion	600
	It’s for my son	600

RANK 3

Rank	Day/Night City Travel
	—
Unlock Timing	—

習得 Ability Thief's Archetype・Advanced

| Can learn Assassin

1	Look somewhere else?	250
	I think it's a good place	—
2	That's dangerous	250
	I might not be lonely	450
3	Got it	450
	Are you still going?	—
	That's cautious	250
4	It's not unrelated	600
	Let's worry about it to the bitter end	450
5	Are you okay?	250
	That's tough...	450
6	Let's go see	450
	Let's give up	—
	Take me with you	600

RANK 4

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

Increases the Thief skill inheritance slots to 2

1	I don't mind.	450
	Why?	—
	I'm used to it	—
2	How cute	250
	So you were a crybaby...	250
3	I can hear you	600
	Show yourself	600
	What do you mean by that	600

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: Thief's Dignity

The MAG required to learn the Thief line can be greatly reduced

Learned Ability: Resonance of Battle

The battle experience gained when Hyzame is on the bench increases

1	Even though it was stolen?	—
	So you left your hometown?	250
2	You're an outstanding leader	450
	Hayzame is outstanding too	—
3	Are you giving up?	600
	Even if you lament...	600
4	I'm going with you	600
	Don't shoulder it alone	600
	Are you planning to leave me behind?	600

*1: Unlocking Prince is required to take this course

RANK 6

Rank	Day and night city journey
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for the thief line increases to 3.

Learnable ability: Inseparable

Even if Hyzaime is in reserve, you can still gain all battle experience

1	I buried it underground	—
	I took it outside the village	450
	I hid it inside my body	—
2	Just as expected	600
	Lucky	450
3	I don't think it's good	250
	Let's leave it to Ria	—
	Let's talk it over	450

RANK 7

Rank	Day and night city travel
	Imagination Rank 4
Unlock Timing	—

Learned Ability: Thief Archetype · Highest Rank

| Ninja can be learned

1	That's just a misconception	450
	It's not good to make assumptions	450
	You can change	450
2	I'm rooting for you	600
	Let's both do our best	600
	Leave the vanguard to me	600

RANK ∞

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Essence of Inheritance

The thief-type skill inheritance slots increase to 4

Learned ability: Instant Kill

Greatly increases Hayzame's preemptive attack damage when the enemy is stunned increase

Learned Ability: Great Illusion

You can learn Royal Thief (※1)

1	The urn?	450
	Did you bury it?	450
2	They'll be happy	1000
	It's not a distant day	1000
	Don't make me cry	600
3	It's an honor	450
	Thank you	250
4	I look forward to working with you from now on as well	450
	Don't sacrifice your life	250
	I won't let anyone die	1000

1 GAME SISTRAL
2 PARTY&nFOLLOWER
3 STORY GUIDE
4 FIELD MAP
5 DATA FILE
<Character Analysis>
Supporter

Masked Dancer JUNAH

Junah

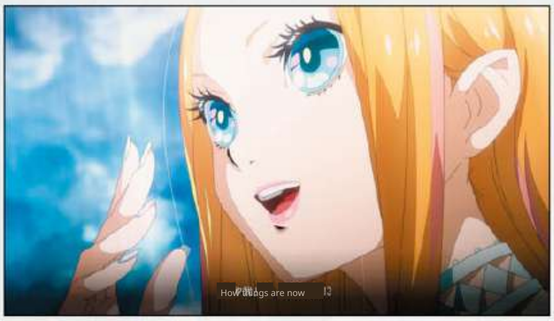
Exclusive item
Eirika's flower bookmark

Junah, who was asked by the organizer of the festival in Bryhaven to perform on stage, gladly accepts the singing request. However, she runs into trouble with the diva who appeared last year, and the situation takes an unexpected turn.

First, trigger the quest request

To unlock Junah's Supporter rank, first clear "Find the Ingredients for the Withered Medicine" (p. 252). Next, accept "Defeat the Ghoulish Monster That Hinders the Funeral" (p. 252) from Junah, and defeat the boss Cocasadros at the Circle Sign. Since it requires more steps than other Supporters, you'll want to act early

If the conditions for Supporter rank 2 onward occur in town, she is at the armored tank while it is docked. If you can't find her, move via Supporter status. "Healing Victory Song" becomes one of the few sources of MP recovery in the first half, so it will be useful during the Dragon Palace Temple period, when more dungeon destinations become available.



⬆At the Coronation Competition ceremony, Junah, the nation's top songstress, cheers on the candidates. Watched by a huge crowd, she got everyone excited with her dignified singing voice.

⬆Junah chooses ingredients by intuition. She thinks about the people who will eat the meal and imagines the dining scene, so it seems there are no fixed ingredients.

Rank-up Event Details

RANK 1	Day/Night City Travel
Rank	—
Unlock	Dragon Palace Temple
	Defeat the snake-eating monster that obstructs the memorial timing (P.252)
Learned Ability: Dancer Archetype	
Can enroll in Masked Dancer	

⬆If you complete Juna's request, she'll teach you the secret of the songstress. It seems that the tricks for winning people's hearts and the ways to improve oneself, possessed by the kingdom's greatest songstress, may be necessary qualities for a candidate.

RANK 2	Day/Night City Travel
Rank	—
Unlock Timing	—
Learned Ability: Dancer's Style	
Can reduce the MAG required to enroll in the Masked Dancer lineage	
Learned Ability: Hymn of Healing Victory	
After battle ends, all party members recover a small amount of MP	

1	What are you buying?	250
	Do you have money?	250
2	Is there some connection?	250
	What are you trying so hard for?	—
3	That would be fine	450
	I want to listen too	450
	What if I say no?	450

RANK 3

Rank	Day and night city travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

The number of skill inheritance slots for the Masquerade Dancer line increases to 2

Learned ability: Res[redacted]nance of Battle

The battle experience points Juna gains when she is on the bench increase

1	Who was that just now...?	—
	Don't worry about it	250
	Decline?	—
2	What a harsh world	250
	Aren't you pushing yourself too hard?	250
	As expected of the songstress.	600

While I was discussing the festival with the organizer, Kapura, last year's songstress, Miltos, came at me with baseless accusations. However, Juna, fired up by the fact that difficult things only make her burn brighter, declared that she thrives on challenges.

RANK 4

Rank	Day and Night City | Journey
	—
Unlock Timing	—

Learned Ability: Dancer's Dignity

You can greatly reduce the MAG required to take the Masked Dancer line

1	What will happen?	250
	Are you afraid because it's a poisonous flower?	—
	I've got your back	600

RANK 5

Rank	Day and Ni[redacted]t City [redacted]avel
	Imagination Rank 4
Unlock Timing	—

Learned ability: The True Value of Inheritance

The Masked Dancer lineage's skill inheritance slots increase to 3.

1	Everyone's looking forward to it.	450
	Because it's free?	—
	It's the diva's power.	250
2	Are you okay?	250
	I didn't notice.	—

*1: Unlocking Prince is required to take this course

RANK 6

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: Highest rank of the Dancer Archetype

Can take the Persona Master course

1	That's Juna?	250
	That's my little sister?	—
	It looked familiar before...	250
2	How so?	250
	She was cute	600
	I prefer it the way it is now	250

RANK 7

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learnable ability: Inseparable

Even if Juna is on standby, you can gain all battle experience points.

1	We must definitely save her.	450
	I feel fate in this.	450
2	What do you mean?	450
	Tell me more.	450
	Should I show it to my companions too?	—
3	He protected me.	450
	I should be able to change.	450
	I want to hear your song.	600

RANK 8

Rank	Day and night city travel
	—
Unlock Timing	—

Learned Ability: Essence of Inheritance

The number of skill inheritance slots for the Masked Dancer line increases to 4

Learned Ability: Victory Song Dedicated to Heroes

The MP recovery amount of "Healing Victory Song" increases

Learned Ability: Great Illusion

You can take the Royal Masked Dancer(※1)

1	Are you jealous?	—
	You look like you're going to become a big shot	250
	I can do it.	450
2	If it's what you want, I'll take it.	1000
	That's a good goal.	250
3	It's a promise.	1000
	Let's support each other together.	1000
	I want to listen beside you.	1000

Summoner EUPHA

Eupha

Exclusive Item
Ripple Shell

Yufa, whose fate as a sacrifice has disappeared, steps out into the outside world. She meets a young follower of the Holy Church who has a sick mother, and deepens their gentle exchanges, but she begins to suspect the unpleasant feeling she sensed from the church building.

The unlock date for Supporter rank depends on whether this operation is completed.

After clearing the series of missions in this operation, "Obtain the Dragon God's Spear Operation" (p.225) and "Repel the Threat on Virga Island" (p.225), if you complete "Help Eupha Take on the Trial" (p.253), which can be accepted from Eupha, the Supporter Rank will be unlocked. There is no need to force it recklessly, but unlocking it early will help you

Let's raise Fa's Supporter Rank. The conditions for Rank Up events are mainly to speak to Eupha in the town field during the daytime. However, Supporter Rank 8 requires the Traveling Armored Tank, so I want to time it to coincide with when I set out by Armored Tank.

The one met in the Forest Descent Chamber of the Dragon Palace Temple was Eupha, whom we had been asked to search for. Her mask had an unusual shape, opened so that the

He no longer wears a mask, but he still brings it along on his travels. You can see him polishing the mask inside the armo... so be sure to check it out.

Rank-up Event Details

RANK 1

Day / Night Town Journey	—
Unlock Timing	Dragon Palace Temple Help Eupha, who is taking on the trial (p.253)

Learned Abilities: Summoner Archetype
Can learn the Summoner class

Eden, Echin's older brother, tells Eufa, who is anxious about leaving the island, about his memories of the first time he went outside the island. Then, thinking that perhaps the "time" has come, he undergoes Marunova's trial.

RANK 2

Day Night Town Travel	—
Unlock Timing	—

Learned Ability: Summoner's Demeanor
Can reduce the MAG required to study the Summoner line

Learned Ability: Heretical Teachings
Lowers the chance of inflicting the Anxiety bad status on all party members

1	Don't worry about it	250
	It happens often.	250
2	Probably a lie	250
	Can't be done alone	450
3	Of course	600
	As a way to unwind	600

RANK 3

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise
The number of skill inheritance slots for the Summoner line increases to 2

Learned Ability: Resonance of Battle
Increases the battle experience gained when Eupha is on standby.

1	What kind of dance?	250
	Let me see a little.	250
	Teach me too.	450
2	Of course.	450
	This is experience too.	450
	Freedom is fine.	600

⬆ Visit Ovi and Hyperic once again. It touches on the ideas of Seikyo and grows interested in how they differ from Dragon God worship. There, Ovi proposes conversion, and Eupha is left at a loss for words.

RANK 4

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Summoner's Dignity
Taking the Summoner line of study greatly reduces MAG

1	Let's go take a look	250
	I want to go home.	—
2	Isn't there something we can do?	600
	Like Eupha's village?	250
	Let's make use of our experience	600

RANK 5

Rank	Day 夜 Town travel
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance
The skill inheritance slots for the Summoner line increase to 3.

1	I'm fine.	450
	How about you?	450
	I was scared.	450
2	Let's wake up	600
	Let's think of something	600
3	Everyone is like that	250
	Being cautious is fine	450
	Taking action is also important	600
4	Let's help	600
	I'll lend a hand	600

RANK 6

Rank	Day / Night Town Journey
	Persuasion Rank 4
Unlock Timing	—

Learned ability: Summoner Archetype, highest tier
You can take Devil Summoner courses

1	Because there's no one there?	—
	Something might have happened.	—
	Let's go see	250
2	Let's hurry over there.	450
	First, let's get ready.	450
	Are you worrying too much?	250

RANK 7

Rank	Day/Night City Travel
	Insight Rank 5
Unlock Timing	Stop the rampaging Hyperic (P.256)

Learnable ability: Inseparable
Even if Eupha is benched, you can still earn all battle experience points

1	Got it	600
	It's a lesson	250
	My parents are happy too	450

RANK 8

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Essence of Inheritance
The number of inheritance slots for Summoner-type skills increases to 4

Learned Ability: Heretical Secret Art
Further reduces the infliction rate of the entire party's Anxious bad status effect

Learned Ability: Great Illusion
You can take the Royal Summoner course (※1)

1	Please?	450
	Tell me anything	450
2	Well...	250
	Why all of a sudden?	—
3	Got it	250
	Okay, but...	—
4	How did you know?	250
	Is it okay to let go?	—
	What did you want to tell me?	—
5	We have to live a long life.	1000
	Let's make it a good country.	1000
	I feel the same way.	1000

*1: Unlocking Prince is required to take this course

Berserker BASILIO

Basilio

Exclusive Item

Golden Scented Paste

Basilio, who had been a test subject in magical artifact experiments, reunites with Vinca, who had been in the same situation, in Brilehaven and renews their old friendship. However, in that same place, a priest of the Seicho faith had been murdered, and an incident had occurred with the perpetrator unknown.

2 Capital Gran-Trad ~ The Giant Face Period prioritizes Basilio

Since Basilio joins near the end of the story, clear the unlock conditions for the Supporter ranks that occur.

There are not many days available for actions. From 09/13 onward, when you can travel with him, prioritize triggering rank-up events and learn the Supporter Rank 8 skill "Great Illusion." To do that, head to the dungeon early so that on the journey's armored tank you can...

Keep that in mind. Also, since the King's Virtues of Imagination and Eloquence must each be raised to Rank 5, work on the missing King's Virtues in parallel with the events. "Stop the Rampaging Binka" (p.258) will automatically move you after speaking with Basilio.

The Magnus brothers, Fidelio and Basilio, who are Louis's trusted retainers and have been seen several times. Permission is granted for an audience with Louis, and Basilio welcomes you.

Binka is an old acquaintance of Fidelio and Basilio. A kind-hearted person who prays for the survival of the Magnus brothers after they fled from the experimental grounds for magic devices.

Rank-up Event Details

RANK 1

Rank	Day/Night City Travel
	—
Unlock Timing	Mountain City Altaberry

Learned Abilities: Berserker Archetype

Can learn Berserk

Basilio was worn out from thinking too much about Louis and his own future. He consults the protagonist, but no clue to solving things is found right away, and before long he begins silently moving his body.

RANK 2

Rank	Day Night Town Travel
	—
Unlock Timing	—

Learned Ability: Berserker's Bearing

Can reduce the MAG required to learn the Berserker line

Learned Ability: Beast's Scent

When Basilio is attacked by beast-type and Ningen-type monsters his evasion rate increases

I'm looking forward to it	600
You're not just saying that, are you?	450
And the sweets, too, please	600

RANK 3

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise
The number of skill inheritance slots for the Berserker line increases to 2

Learned Ability: Resonance of Battle
The battle experience Basilio gains while in reserve increases

1	Seconds, please!	600
	Where did you buy it?	250
	Seems like it'll become a habit...	450
2	So you're having a hard time	250
	Does it hurt that much?	—
	Why not use some medicinal herbs?	—
3	My chest hurt.	—
	He doesn't look well	—
	Let's go see him again	250

⬆ Basilio's cooking skills are good enough to open his own shop. He can turn inedible ingredients into delicious dishes through ingenuity and creativity. However, this seems to have been influenced by the magic device experiments.

RANK 4

Rank	Day / Night Town Journey
	—
Unlock Timing	—

Learned Ability: Berserker's Dignity
Greatly reduces the MAG required to learn Berserker-type abilities

1	That sounds like Basilio	600
	An troublesome younger brother	250
	I'm not going to scold you.	600

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance
The number of skill inheritance slots for the Berserker line increases to 3.

1	There is no Fidelio	—
	Come up with the answer yourself	—
	Are you going to help kill them?	250

RANK 6

Rank	Day Night Town Travel
	Imagination Rank 5
Unlocking timing	—

Learned Ability: Berserker Archetype · Highest Tier
You can learn Destroyer

1	Let's find the person being targeted	450
	Let's lie in wait at one store	450
	Let's catch Vinca	—
2	Stand tall	250
	Run ahead first	—
	Escaping prison is my specialty	—
3	Of course	450
	I didn't like it	250
	It can't be helped if they misunderstood.	250
4	Binka is the same.	450
	Fidelio is the same too	450
	Did he admire Binka?	250

RANK 7

Rank	Day / Night Town Journey
	—
Unlock Timing	Stop Binka from running wild (P.258)

Learnable ability: Inseparable
Even if Basilio is in reserve, he can still gain all battle EXP

1	A genius!250	
	"Will it work out?"	—
	May I call you Master?	450
2	What happens if I kill him?	250
	Treatment comes first	—
	Are you going to kill your comrade?	250
3	What will you do?	450
	Let's stop it together	600
	Are you prepared?	450

RANK 8

Rank	Day/Night City Travel
	Persuasion Rank 5
Unlock Timing	—

Learned Ability: Essence of Inheritance
The number of skill inheritance slots for the Berserker line increases to 4.

Learnable ability: Beast's Insight
When Basilio is attacked by beast-type and Ningen-type monsters
When this happens, evasion rate greatly increases

Learned Ability: Great Illusion
Can learn the Royal Berserker (※1)

1	Binka was saved too	1000
	If you don't keep your promise	1000
	He smiled	1000
2	He was a good guy	450
	He was admirable	450
3	You've grown	450
	Let's make it happen no matter what	1000
	Let's swear it to our departed friend	1000

*1: Unlocking Prince is required to take this course

Artillery NEURAS

Newras

Exclusive item
Dragon Crystal Specimen

Once upon a time, there was an old man who taught a young boy named Neuラス about the allure of relics. Captivated by unknown technology and becoming a court engineer, the boy would ask the protagonist to search for the relics described in the diary left behind by the old man.

2 Don't forget to recover the creations

When you visit Komero Village, an event will occur and the Supporter rank will be unlocked. The Gunner that can be studied is related to "Moa's Assignment: Chapter of Trials" (P.246), so visit early. When going to the village, "den Be sure to accept "Deliver the Pigeon Egg" (P.248) in advance.

Completing quests from Support Rank 2 onward

The relics needed can be hinted at by Gallica at the dungeon entrance, so be sure to obtain them. Quest completion reports can be made by speaking to Neuras on the armored tank at night. However, note that Supporter Rank 6 is on the armored tank docked in the city.

↑The prince-exclusive armored tank that had been hidden away finally sees the light of day. Neuras, who had been maintaining it for a long time, races down the highway with bold driving.

When Neuras received the "transparent glass ornament" from the protagonist and realized it was an relic, he grew excited by the surging flashes of inspiration.

Rank-up Event Details

RANK 1

Rank	Day Night Town Travel
	—
Unlock Timing	Great Sand Worm Nest
	Find someone who knows about relics (P.248)

Learnable Ability: Artillery Archetype

You can study Gunner

About halfway through the journey to Martira, the protagonist group witnesses Louis's flying armored tank. Newras, who had dreamed of a flying armored tank, was troubled by a lack of ideas.

RANK 2

Rank	Day and night city travel
	—
Unlock Timing	Seek the Lost Relics: The Inventor's Will (P.250)

Learnable Ability: Bombardment

In battles on the deck of the armored tank, deals damage to enemies at the start of combat

Learnable Ability: Artillery Bearing

MAG required to study the artillery line can be reduced

1	You were suspicious?	250
	Would you really do that?	250
	I feel motivated	450
2	Still need it...?	—
	Maybe the old man's ghost will appear	—
3	So it was fate	450
	So you've strayed from the path	600

RANK 3 Rank

Day and night city travel	—

Unlock Timing: Search for the Lost Relic Fate's Junk (P.252)

習得 Ability Artillery Archetype・Advanced

You can take Sniper

1 That kind of fantasy?	That was amazing	250
	That kind of fantasy?	—
	I want to be popular too	450
2	That works too	250
	I'll cheer you on	250
	The best lover	600

Nyuuras, who was quite the ladies' man in his youth. It seems many women were after his status and money. As befits a great noble, he even had a fiancée, but at the time he was so obsessed with armored tanks that the engagement was broken off.

RANK 4 Rank

Day and night city travel	—

Unlock Timing: Search for the Lost Relic, Youthful Folly (P.253)

Learned Ability: Skill Inheritance Expertise

Increases the number of skill inheritance slots for the artillery line by 2.

1	Wouldn't that be convenient?	250
	Dislike magical devices?	—
2 Missed out on getting ahead	That's fine	450
	Missed out on getting ahead	250
	It's more like a major promotion	600

RANK 5 Rank

Day and night city travel	—

Unlock Timing: Find the lost relic: Fate of a Technician (P.253)

Learned Ability: Carpet Bombing

In battles on the armored tank's deck, deal greater damage to enemies at the start of combat

Learnable Ability: Artillery Nobility

Enrollment in the artillery line can significantly reduce MAG

1	We won't betray you	450
	That's growth	600

RANK 6 Rank

Day/Night City Travel	—

Unlock Timing: Search for the Lost Relic Bitter Memories (P.254)

Learned ability: The True Value of Inheritance

The artillery skill inheritance slots increase to 3

1	Durable	250
	Nice find	—
	Great detective	250
2 An indispensable companion	I'm counting on you	450
	An indispensable companion	450
	Take care of me even after the journey	600

The workshop he returned to after a long time. For him, it is an important place where he dreamed, failed, and took flight once more. Here, what had been mixed in with the fossil he found as a boy turned out to be a relic.

RANK 7 Rank

Day/Night City Travel	—

Unlock Timing: Search for the Lost Relic, The Source of Dreams (P.258)

Acquired Ability: Incubator Modification

The number of plants that can be harvested in the armored tank's plant growth device increases by one.

1	Got it	250
	What is the true nature of that relic?	—
	For the sake of Neuras	600

RANK 8 Rank

Day Night Town Travel	—

Unlock Timing: Retrieve the stolen relic (P.258)

Learned Ability: Artillery Archetype - Highest Rank

You can study the Dragoon

Learned Ability: Essence of Inheritance

The number of skill inheritance slots for the artillery line increases to 4

1	Just a coincidence?	—
	There must be some intention behind it	250
2 Let's use it to defeat Rui	Let's destroy it	1000
	Let's use it to defeat Rui	—
	Let's return to the original location	—
3 Right back at you.	It's the reward of hard work.	1000
	Right back at you.	1000
	Something even more amazing...	1000

Healer MARIA

Maria

Exclusive item: Handmade charm

Ever since Maria lost her beloved father, she had shut herself away in her room. However, when she heard the protagonist's stories from his travels, she gradually regained her usual cheerfulness, and she came to feel a devoted compassion for the people of the increasingly run-down Sunken Quarter.

It's best to rank up quickly up to Supporter Rank 4.

The night Gryus returned to the Capital with the protagonist, the event that unlocks Maria's Supporter Rank will occur. The "Tree of Prophecy Painting" needed for "Bring Maria a Travel Story" (p. 248) can be obtained while traveling to Martira. You can acquire it, and rank up as early as 06/29. Before arriving in Martira, Compassion

It's smooth if you keep it at Rank 2. The "Mastery of Time-Saving Cooking," which can be learned at Supporter Rank 4, removes the time spent on cooking, so it may be fine to wait until then to start serious cooking. Maria's unlock conditions make it easy to decide your actions, and during the daytime, Honeybee's Whisper Tea House is fixed.

The group returned to the capital and visited Honeybee's Whisper Tea House on Shade Street. There, they were welcomed by a little girl who calls Grius her father.

The travel souvenir illustration given to Maria is displayed on the wall to the left as you enter Honeybee's Whisper Tea House. Let's gather them all and liven up the wall.

Rank-up Event Details

RANK 1

Rank	Day and night city travel
	—
Unlocking timing	Northern Border Fortress ~ Royal Capital
	Forced event

Learned Ability: Healer Archetype

You can study the Healer

Maria was glad that her father had come home for the first time in a while, but she was deeply anxious about the work she was supposed to have tomorrow. The protagonist promises to play with her again in order to ease Maria's worries.

RANK 2

Rank	Day Night Town Travel
	Rank 2 of Tolerance
Unlock Timing	Great Sand Worm Nest
	Deliver some news from your travels to Maria (P.248)

Learned Ability: Grace of the Healer

Can reduce the MAG required to study the Healer line.

1	That's not weird	450
	Don't worry about it	250
	I'll make them apologize	250
2	I won't forget	450
	Because I promised	600
3	No.	250
	It was the fault of the bad people.	250
	It was for Maria	250
4	I'll come see you	600
	Let's talk again	600

RANK 3 ★

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Advanced Healer Archetype

Can study Priest.

Learned Ability: Skill Inheritance Expertise

Increases the number of skill inheritance slots for the Healer line to 2.

1	Let's buy that flower.	450
	Let's go pick them together.	600
2	Don't worry about it	250
	Not wrong	250
3	Ms. Fabienne is here	250
	I am here	600
4	It's enough even now	600
	What can Maria do?	600

After the Great Sandworm's Nest, the number of Archetypes you can study increases all at once. Since this event offers many choices, pick the option that grants the most MAG and save up what you need to study them.

RANK 4

Rank	Dayt Nighttown Journey
	—
Unlock Timing	—

Learned Ability: Cheer

The experience points earned from battle results increase.

Acquired Ability: The Art of Quick Cooking

You can cook without taking much time at the Armored Tank's cooking station

1	It's for Maria and the others	1000
	It's to protect everyone	1000
	I was entrusted too	1000

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability: Healer's Dignity

Greatly reduces the MAG required to take the Healer lineage courses

1	Dad is happy too.	600
	Dad is relieved too.	600
2	How about trying to please them?	450
	How about making them smile?	450
3	That's a good idea	450
	Maybe I'm not even needed...	—
	The whole family is here	600
4	I have a friend who's good at drawing	600
	Leave it to me	600

RANK 6

Rank	Day / Night Town Journey
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance

Increases the number of skill inheritance slots for the Healer line to 3.

1	"I'm glad I asked.	600
	This looks like it'll make a good sign.	600
2	That's a nice painting.	450
	He was happy, huh.	250
	The operation was successful.	600
3	Got a little closer	250
	I did it well	600
	Already surpassed it	450

RANK 7

Rank	Day Night Town Travel
	Rank 4 of Tolerance
Unlock Timing	—

Learned Ability: Soul Cheer

Greatly increases the EXP gained from battle results

Learned Ability: Cooking Tips

When cooking at the Armored Tank's cooking station, the number of finished dishes increases by one.

1	I did my best	450
	She was more well-behaved than I expected	—
2	She must be scared	450
	What do you want to do?	600
	Let's make that girl "okay" too	600

RANK 8 ★

Rank	Day and night city travel
	—
Unlock Timing	—

Acquired Ability: High Priest Archetype

You can take the Messiah course

Learned Ability: Essence of Inheritance

The number of skill inheritance slots for the Cleric line increases to 4

1	Will it go well?	—
	I'll help	450
2	That's a good thing.	1000
	I'm rooting for you	450
3	Hirundo?	—
	You keep making more friends.	450
4	I promise.	1000
	I won't die.	1000
	Let's make it a kind country.	1000

Martial artist CATHERINE

Catherina

Exclusive Item
Wooden Carving Doll

Catherina was concerned about the current state of the Paripas people, who were going to the magic device experiment site for money. She had been distributing the goods stolen from wealthy people to the poor Paripas people, but she began to question the act of taking and being taken from.

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORYnGUIDE
4 FIELDnMAP
5 DATA FILE
<Character Analysis>
Supporter

Armored Tank battles are mandatory battles with no escape

The locations where Supporter Ranks 2 to 4 occur are in the Armored Tank while traveling, and each time you are forced into a battle with Catherina. If the party is wiped out in battle, the game

Since it gets crowded, on the route on the route map

If there is an Armored Tank, don't forget to save.

Let's do it. The Armored Tank battle at Supporter Rank 4 is,

The location of Catherina's Armored Tank changes depending on the story segment. From Supporter Rank 5 onward, it occurs at night at the Altabury Azure Bridge - Lower Level. If you learn the ability "Resolve to Fight Together," Catherina will join battles only in the Altabury region. It comes in handy in high-difficulty dungeons.

↑ Catherina, who followed behind the protagonists after they went off to look for their friend. She becomes interested in the protagonist helping the Palipas tribe, whose name he doesn't even know.

↑ Fight armored tank battles with Cazellina many times. If you spot a pink armored tank along the route, be sure to save and reconsider your formation.

Rank-up Event Details

RANK 1

Day Night Town Travel	—
Unlock Timing	Regalis Cathedral
	Find the trapped friend (P.247)
Learned Ability	Fighter Archetype
	Can study Monk

↑ Take on Cazelina's request and go look for the black-haired girl of the Paripasu tribe, who has been trapped in Regalis Cathedral. It seems the hostages are locked in a room in the building, with the door locked.

RANK 2

Day and night / Town travel	—
Unlock Timing	Great Sand Worm Nest
Learned Ability	Fighter's Bearing
	Can reduce the MAG required to study the Fighter lineage

Rank	Choice	
-	You too	450
	That was easy	250
2	By chance	250
	You too, right?	450
	I want power	—
3	Might be a good idea	450
	Isn't a little too extreme?	—
	How do you judge good and evil?	—
4	I can't say yet	450
	I'll tell you if you win	450

RANK 3 Rank

Day/Night City Travel	—
Unlock Timing	Criante Castle

Learned Ability: Martial Artist Archetype - Advanced

Can take Kung Fu Master

Learned Ability Bounty Bonus

The bounty amount for extermination requests accepted at the recruitment office in each town increases

1	Can be changed 450	
	Not everyone is like that	250
	Let's save those people too	600

RANK 4 Rank

Day/Night City Travel	—
Unlock Timing	Caladrius

Learned Ability: Skill Inheritance Expertise

The number of skill inheritance slots for the fighter class increases to 2

1	I don't think so	600
	I want you to split it up	—
2	Maybe so	250
	What should poor people do now?	—
	Let's think of another way	450
3	I'm happy	600
	Won't you regret it?	250
	I'll do my best for Catherina too	600

To trigger the rank-up event as quickly as possible, accept "Defeat the creature lurking in the Tower of Jaken" (P.251) from a young person in town, and secure a route to Catherina's armored tank.

RANK 5 Rank

Nighttown Journey	—
Unlock Timing	Mountain City Altaberry

Learned ability: Bounty Hunter's Nose

You can see the location of glowing gathering points in unexplored areas داخل dungeons

Learned ability: Fighter's Dignity

Greatly reduces the MAG required to study the Fighter line.

1	There is something we can do	250
	Are you giving up?	—
2	What kind of thing?	450
	It depends on the content	—
	I can tell without you saying it.	600

RANK 6 Rank

Day/Night City Travel	Compassion Rank 5
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for the Martial Artist line increases to 3

Acquired Ability: Travel Preparations Persuasion

You can receive a discount on purchases at general stores in each town

1	Stand tall	600
	Calm down	600
2	I wondered how it would turn out	250
	It worked out neatly	250
	Serves them right	—
3	That's what matters	450
	It'll work out somehow	450
	Let's think together	600

RANK 7 Rank

Day/Night City Travel	—
Unlock Timing	—

Learned Ability Treasure Hunt

Reveals the location of treasure chests in uncharted areas

Learned Ability Resolve to Fight Together

Catherina comes to provide support in a specific dungeon and unleashes powerful attacks during battle

1	I'm sure of it.	450
	It looks like a long road ahead	250
	Good eye	600
2	I knew that	600
	I didn't know that	450
	Cool.	600

RANK 8 Rank

Nighttown Journey	—
Unlock Timing	—

Learned Ability Fighter Archetype · Highest Tier

You can learn Kensei

Learned Ability: Essence of Inheritance

The number of skill inheritance slots for the Fighter line increases to 4.

1	I have to live up to their expectations.	1000
	I wonder if I can...	250
2	That may be true.	1000
	That seems difficult...	450

Clown ALONZO

Alonzo

Exclusive item
Mysterious silver coin

Alonzo, who has two faces: a swindler and a dutiful son. Since his hometown was worn down by a landlord's tyranny, he asks the protagonist to help him trick the landlord. He boasts that the wicked understand the minds of the wicked best.

Pay attention to the order in which Kingly Qualities are developed.

If your Imagination Rank is 2, after arriving in Martira from 06/29 onward, you can accept the request "Deliver the Ring to Kukulus" (P.249). However, the timing for unlocking Rank 2 is during the Caladrius period, so there is no need to rush to complete Rank 1. Alonzo is the only Supporter whose condition is Royal Virtue

Since it is added as many as four times, keep an eye on which traits you prioritize at all times. "Referral to the magic shop" becomes even more advantageous when used together with a sale day, making expensive magic shop accessories even more affordable, so learning it early will make battles easier. As for events, you definitely want to clear up to "Fulfill Alonzo's Will" (p.257).

↑ Alonzo came sightseeing to the royal capital, which was preparing for the state funeral, together with the woman who raised him. On the day itself, you can spot the two of them in front of Regalis Cathedral.

↑ People who call Alonzo "Cuculus" are his marks. He uses information as a weapon, so Alonzo never even gives his real name to his marks.

Rank-up Event Details

RANK 1 — Day/Night City Travel

Rank	Imagination Rank 2
Unlock Timing	Great Sand Worm Nest Deliver the ring to Cuculus (P.249)

Learned Ability: Jester Archetype
Can learn Faker

↑ To extract information from Alonzo, who witnessed the entire incident, we need to get him interested in us. Once you raise your Imagination to rank 2, choose the bottom option.

RANK 2 — Day and Night City | Journey

Rank	Insight Rank 3
Unlock Timing	Caladrius

Learned Ability: Jester's Demeanor
Can reduce the MAG required to learn the Trickster line

1	Are you threatening me?	250
	That's impossible	250
2	What do you mean?	250
	Is that the plan?	250
3	Why would you do that?	250
	That's an interesting plan.	450
	If we fail...	—
4	Got it	600
	It'll cost you, you know?	600

RANK 3

Rank	Day and night city travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

| The number of skill inheritance slots for the Jester archetype increases to 2.

1	He's a kind person.	450
	That's a nice story.	250
	I'm looking forward to going.	250
2	That's not true	250
	Let's save the village	450
	It was long.	—

Alonzo had been plotting to buy the village back from the landlord who was tormenting the village where he was raised. However, it seems the landlord's underlings noticed the connection between Alonzo and the village, so the protagonist decided to go confirm it.

RANK 6

Rank	Day / Night Town Journey
	—
Unlock Timing	—

Learned Ability: Jester's Dignity

Greatly reduces the MAG required to study the Jester line

1	If I remember right, Alonzo...	450
	I've never heard that before	—
	That's a common expression	250
2	Was that okay?	250
	What do we do from here?	450
	"Us"?	600

As Alonzo had planned, they succeeded in ambushing the landlord. He schemes and hints that he has the landlord's daughter in the palm of his hand. The protagonist could only stand by and silently watch the exchange between the two.

RANK 4

Rank	Day/Night City Travel
	Acceptance Rank 3
Unlock Timing	—

Learned Ability Access to the Magic Shop

The amount paid at magic shops in all towns becomes cheaper

Learned Ability Schemer's Devotion

The amount of reward money received upon completing requests increases

1	There's no point in blaming you	450
	You should live and atone for it	600
	Being blamed is painful	600

RANK 7

Rank	Day/Night City Travel
	Courage Rank 5
Unlock Timing	—

Learned Ability Access to the Magic Shop: True

You can buy rare items at magic shops in all towns

Learned Ability Cunning Strategist's Insight

Analysis for all enemies, except for some, will be fully unlocked

1	Tell the truth	600
	Explain it to me	600
	Stop it...	600

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of inherited skill slots for the Trickster line increases to 3

1	Of course	450
	For what purpose?	250
	Isn't that dangerous?	250
2	What's with you all of a sudden?	250
	What are you planning to do?	450
	Leave it to me	600

RANK 8 ★

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned Ability Trickster Archetype · Highest Tier

You can study the Trickster

Learned Ability: Essence of Inheritance

The skill inheritance slots for the Jester line increase to 4 slots

1	Because I saw a ghost	250
(*1)	Why are you alive?	250
2	The sincerity was written there	450
(*1)	Is the content a lie too?	250
3 (*1)	Thank you	1000
	I'm counting on you	1000
	Still the same, huh	1000

*1: Occurs in "Fulfill Alonzo's Will" (P.257)

Strategist BARDON

Bardon

Exclusive item

Light of Desert Glass

After the incident in Martira, Bardon was recommended by the townspeople as the next ruler. He was eager to make it a better town, but being betrayed by the lord in the previous incident had bred mistrust toward others.

Do not neglect preparation for quest battles.

Rank-up events occur during the period of being held up by the landslide after clearing Criante Castle. The trigger condition is fixed to talking with Bardon in Martira during the day, while he is on the field, so it is relatively easy to plan your actions. "Defeat the threat looming over Martira" (P.255) is...

If you talk to Bardon, you will be moved straight to the location where the Great Sand Worm is and enter battle. Since this is a battle against a Ningen, be sure to prepare thoroughly before speaking to him. "Complete Evacuation Technique" is a useful ability that guarantees escape, so it helps you regain your footing in the late-game command battles, where enemy levels become higher.

↑ Bardon, who was looking in the enlistment office for someone willing to take on the bounty target Hyzame, calls out to the protagonists, who are concerned about the wanted poster. Hyzame's

↑ Bardon has a wife and child who left him. His particular fixation on children is probably for the sake of the child he no longer has.

Rank-up Event Details

RANK 1

Rank	Day / Night	Town	Journey
Unlock Timing	Criante Castle		

Acquired Ability: Strategist Archetype

You can study the Commander.

↑ The string of kidnapping incidents that had terrified the residents of Martira has been resolved, but true peace has not yet come to their hearts. Bardon consults the protagonist in an effort to solve the problem at its root.

RANK 2

Rank	Day / Night	Town	Journey
Unlock Timing	Caladrius		

Learned Ability: Bearing of a Military Strategist

You can reduce the MAG required to study the Strategist line.

1. It seems like a good fit.	So you're well respected.	600
	It seems like a good fit.	450
	You're overestimating me...	250
2. Anything is worth trying.	It'll be fine.	600
	Anything is worth trying.	600
	I don't know	250

RANK 3 ★

Day/Night City Travel

Rank	—
Unlock Timing	—

Learned Abilities: Strategist Archetype · Advanced

Can learn General

Learned Ability: Skill Inheritance Expertise

Increases the number of skill inheritance slots for the General line to 2

1	Cheer on	450
	Don't be so tense	—
2	It was the right fit	450
	Don't push yourself	—
	Do you like children?	—
3	I understand how you feel	—
	There is no responsibility	450
	We can protect them from now on	600

RANK 4

Dayt 夜 Town travel

Rank	—
Unlock Timing	—

Acquired Ability: Defensive Formation Technique

When all party members are in the back row, Defense increases

習得 Ability: Country Parcel

When the day changes, parcels are sometimes sent from Barden

1	Reconsidered 250	
	I'm afraid of revenge	250
	Was the child crying also unfair?	—
2	That's a good idea	450
	That's kind of scary	—
3	Reassuring	600
	Isn't that going too far...?	—
	It's fine as it is	450

RANK 5

Day/Night Street Journey

Rank	Persuasiveness Rank 3
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for Strategist-type classes increases to 3.

Learned Ability: Evasion

Increases the success rate of fleeing in command battles.

1	Calm down.	250
	Bring it on.	250
2	Maybe so	250
	I don't know	—
3	It will make them understand	250
	Don't rush ahead	—
	Let's think of another way	600

RANK 6

Day / Night Town Journey

Rank	—
Unlock Timing	—

Acquired ability: General's Dignity

Greatly reduces the MAG required to learn the General line

Acquired ability: Time-Saving Switching Technique

When switching with a reserve member during command battles, the consumption of Press icons is halved

1	There must be	450
	The child is scared	600
	Are you going to abandon them?	250
2	Of course	600
	We need to prepare	600
	It's nothing to be ashamed of	600

RANK 7

Day/Night City Travel

Rank	—
Unlock Timing	Defeat the threat looming over Martira (P.255)

Learned Ability: Complete Evasion Technique

With the exception of certain battles in command battle, you can always flee

1	Is the injury?	250
	It's not a nuisance	450
2	Let's go tell them	450
	What should we do now?	250
3	Nothing	1000
	The child wants to play	1000
	Leave it to me for now	1000

RANK 8 ★

昼 Nighttown Journey

Rank	—
Unlock Timing	Capital ~ The Giant Face of Heaven

Learnable Ability Supreme-tier Archetype of the Strategist

Can study Warlord

Learned Ability: Essence of Inheritance

The Strategist skill inheritance slots increase to 4

1	That's a shame.	250
	Is that okay?	—
	What would you do if you were exiled?	—
2	It'll be fine.	250
	Hold your head high.	600
3	That's in the past.	—
	He's kind at heart.	250
4	There's no one else better suited.	600
	I don't know	250
	Fit to be the next king	450

Merchant BRIGITTA

Brigitta

Exclusive item

Burgett's chest ornament

Although Belgitta owns a magitek company and has influence with the Faith, she was being targeted by an anti-magitek group. Just as she became involved with the protagonist and began to confide in him about her background and her views on magitek, a horrific incident occurred.

2 Nothing starts until the Rank of Insight is raised

To accept Belgitta's "Defeat the monster on the transport route" request (p. 247), Rank 2 in Insight is required. Since the first Supporter requires the King's Qualities, it is recommended to raise your qualities through Insight first.

Defeat Guptaros in Berega Corridor and report the completion of the request to unlock Supporter Rank

It can be obtained at that time, and the "Member's Proof" becomes an ability essential for purchasing magic devices. Furthermore, abilities related to money management, such as "Merchant's Cash Conversion" and "Trading Company Discount," are numerous, fitting for Bergitta as a merchant, and become important as the story progresses into the latter half.

↑ Berogitta standing in front of the Riken Magic Merchant Guild. The woman who spoke to the protagonist at the same place on the day he first came to the capital city is the representative of the magic merchant guild.

↑ The protagonist was always puzzled by Berogitta's attitude—hiding the existence of her pet dog, not giving the dog a name, and acting as if it were someone else's problem.

Rank-up Event Details

RANK 1	
Rank	Day/Night City Travel — Insight Rank 2
Unlock Timing	Regalis Cathedral — Defeat the monster on the transport route (P.247)
Learnable ability	Merchant Archetype
	Can take the Dealer course
Acquired Ability:	Proof of Membership
	The royal capital's Riken Magic Trading Company becomes available

Defeat Guptaros in the Taberēga Corridor. Attack using its weakness, piercing and ice attributes. Guptaros and Goboron will get angry during battle if you have any of a Mage, Healer, or Summoner in your party.

RANK 2	
Rank	Day/Night City Travel — —
Unlock Timing	—
Learnable ability	Merchant's Demeanor
	Taking the merchant line can reduce MAG consumption

1	Isn't it too easy?	250
	Could it actually be a vicious monster...?	450
2	Why me?	—
	Why hide it this way?	450
3	Is it over already?	450
	You're not even working, but...	450

RANK 3

Rank	Day and night city travel
	—
Unlock Timing	—

Learned Ability: Skill Inheritance Expertise

The Merchant lineage gains an extra 2 inheritance slots for skills

Learned ability: Merchant's Cash Conversion

The conversion rate of MAG at the MAG Exchange increases

1	That's what's cute about it	—
	That's proof of intelligence	250
	Were you jealous?	—
2	Got it	250
	I want to know more	—
3	I want to improve the country	250
	Want to stand out	250
	I want to save people	—

RANK 4

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: The True Value of Inheritance

The number of skill inheritance slots for the Merchant line increases to 3

Learned Abilities, Unrivaled Selection

The assortment at Riken Magic Trading Company increases

1	Maybe so	250
	That's not true	450
2	Thank you	—
	Cannot receive	250
	I'll come again	600

RANK 5

Rank	Day/Night City Travel
	Courage Rank 3
Unlock Timing	—

Learnable Ability Merchant Discount

Weapons shops, armor shops, and magic tool shops offer a certain percentage discount

1	Why the Seikyō?	250
	What are you planning to do?	—
2	I understand how you feel	450
	Be cautious	450
3	Spread of magical devices?	250
	Harassment?	250
4	Do you need a reason?	600
	I'll come again.	600

RANK 6

Rank	Day/Night City Travel
	—
Unlock Timing	—

Learned ability: Merchant's Dignity

The MAG required to master the Merchant lineage can be greatly reduced

Learned ability: Merchant's Cash Conversion · Extreme

The conversion rate of MAG at the MAG Exchange increases dramatically

1	Was it burned away...?	—
	That was a lie	250
2	Will you give in?	—
	What are you going to do...?	250
3	Hope	600
	At the very least, there's no hell	600
	...maybe a smile?	600

RANK 7

Rank	Day/Night City Travel
	Courage Rank 4
Unlock Timing	—

Learned Ability: Festival of Magic Devices

The assortment at Riken Magic Trading Company increases even further, and rare goods can be bought

Learned Ability: Fine Wooden Crate

When the day changes, a wooden crate containing support funds from Belgitta is sent to you

1	Will he get angry?	250
	What are you going to do?	250
2	So that's why you chose it	250
	Glad I accepted it	450
3	That's reassuring	450
	Aren't you scared?	250
	I won't let you die	600

RANK 8

Rank	Day/Night City Travel
	—
Unlock Timing	Royal Capital ~ Giant Face of the Sky

Learnable Ability Merchant Archetype - Highest Rank

Can learn Tycoon

Learned Ability: Essence of Inheritance

The merchant skill inheritance slots increase to 4.

1	Smart.	250
	What happens after that?	250
2	Leave it to me.	450
	Wait for me.	450
	I want you to carry it together with me.	1000

Seeker MORE

More

Exclusive Item

White Crow's Brush

Moa has a fateful encounter with the protagonist through the fantasy novel he wrote. Possessing only fragmentary memories and knowledge from his research into archetypes, he decides to search for the existence known as himself.

It is important to develop many Archetypes.

An event occurs on the night More defeats the fortress on the northern border, and Supporter Rank is unlocked. Ranking up requires completing tasks from More, and once you report your progress at Academia, you can accept the next task. "The Conjuring Device of Connections," which lets you study Archetypes from the main menu, has a usage frequency of

Because of its high functionality, you'll want to obtain it early. The applicable "Challenge from More: Prologue" (p.246) requires a Healer at rank 10, so while you are in the Capital, train it in a dungeon. If the challenge is about the number of Archetypes you have completed, it's fine to simply complete whichever ones are possible to pad the count.

The author of the book that the protagonist always keeps close at hand is More. He seems to be a young man from the Klemar clan, but why is he in a place like this?

More's task is assigned, as shown in the photo, to deepen your study of Archetypes. Achieve it by leveling them up and taking many classes.

Rank-up Event Details

RANK 1 Rank	Day and night city travel
	—
Unlock Timing	Northern Border Fortress ~ Royal Capital
	Forced event
Learned Abilities: Seeker Archetype	
Can learn the Seeker	
Learned Ability: Innocent Coursework	
After Akademia's functions are unlocked, free switching of Archetypes becomes possible	

After escaping from the fort on the northern border, the protagonist fell asleep at the camp and, before he knew it, found himself standing in an unfamiliar place. There, a young man calling himself Mor suddenly proposed that they team up.

RANK 2 Rank	Day and night	Town | | Journey
	—	
Unlock Timing	Regalis Cathedral	
	Assignment from More: Prologue (P.246)	
Acquired Ability: Seeker's Demeanor		
Can reduce the MAG required to study the Seeker line.		
Learned Ability: Skill Inheritance Expertise		
The number of skill inheritance slots for the Seeker line increases to 2.		
Magical device for the Mor abilities learned		
Access the Archetype Tree from the main menu.		

-	What kind of memory is it?	250
	So you remembered everything?	250
	Or rather, who was it again?	250
2.	I'll change it	600
	I guess that's true	600
	Isn't that an exaggeration?	—

RANK 3 ★

Rank	Day/Night City Travel
	—
Unlock Timing	Great Sand Worm Nest
	Moa's Challenge: Chapter of Trials (P.246)

Learned Abilities: Higher Tier of the Seeker Archetype

Can study the Magic Seeker

1	I'll lend you a hand.	450
	I hope that happens.	250
	Can we really get out?	250

⬆ This assignment is to take the Gunner class. Neuras's Supporter rank (P.132) will be unlocked, and the task will be completed by taking Gunner. Let's go to Akademia early and report to More.

RANK 4

Rank	Day/Night City Travel
	—
Unlock Timing	More's Assignment: Chapter of Solitude (P.246)

Learned Abilities Support Forecast

You can check all abilities not yet acquired in FOLLOWER on the main menu.

1	Thanks, that's been a big help.	450
	Honestly, maybe I'm getting bored.	—
	Let me be worshiped.	600

RANK 5

Rank	Day/Night City Travel
	—
Unlock Timing	Moore's Assignment: Wandering Chapter (p. 246)

Learned ability: The True Value of Inheritance

Increases the number of skill inheritance slots for the Seeker line to 3

1	Don't worry about it	—
	Surely you have a good eye for people, right?	250
	What's with you all of a sudden?	250
2.	Don't be discouraged	450
	I won't betray you.	600

⬆ You need to learn 15 types of Archetypes. The Archetypes you can learn will be unlocked at the rank shown in each Supporter's rank-up event details, so please check there.

RANK 6

Rank	Day and night city travel
	—
Unlock Timing	Tasks from More: Chapter of Confusion (P.246)

Learned Ability: Seeker's Dignity

Can greatly reduce the MAG required to study Seeker lineages

1	You seem down.	—
	Still troubled?	250
	Calm down.	450
2	Maybe so...	250
	That's fine, isn't it?	600

⬆ More, who has deepened his bond with the protagonist and gradually regained his memories. At first, he was happy to recover his memories, but as they return, he grows more anxious about the possibilit able truth.

Riyusu.

RANK 7 ★

Rank	Day and Night Town Travel
	—
Unlock Timing	More's Challenge: Chapter of Resolve (P.246)

Learned Abilities: The highest tier of the Seeker Archetype

You can study Soul Hacker.

Learned Ability: Essence of Inheritance

The skill inheritance slots for the Seeker line increase to 4.

1	Are you okay?	250
	Did you remember something?	250
	Let's figure it out together.	600
2.	Are you prepared to take it on?	600
	I'm with you.	600

RANK 8

Rank	Day and night city travel
	—
Unlock Timing	More's Challenge Final Chapter (P.246)

Learned Ability: Archetype Evangelist

Increases stat bonuses when equipping any Archetype by +3

1	Of course	450
	I hope so.	250
	What is the reward?	—
2	I'm looking forward to it.	1000
	I hope you can meet someone important to you	1000
	Let's travel together then.	1000

PARTY&FOLLOWER

Archetype

There are 14 types of Archetype lineages, and they allow you to use magic without equipping a Magic Device. Here, we will introduce the origins of each lineage and the characteristics of the higher and highest tiers, as well as details on the 46 Archetypes.

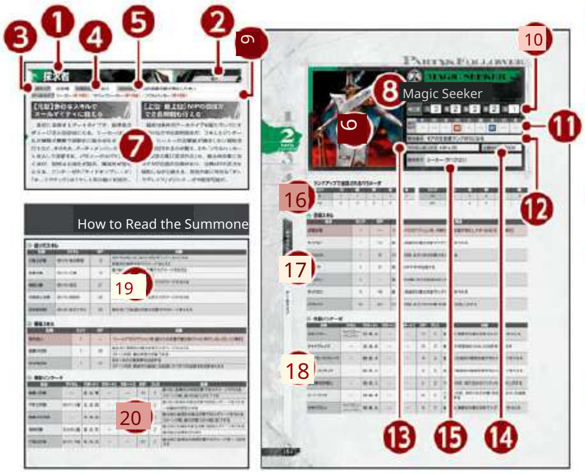
PARTY&FOLLOWER

Overview of the Archetype Tree

The archetype tree is a diagram in which party members' archetypes can be changed, and archetypes are arranged by lineages. The overall diagram on the right page corresponds to the numbers 1 to 40 in the list at the bottom of the right page. The base archetype of each lineag

In addition to the 14 lineages, the protagonist-only "Prince" and the party member-only "Royal" are placed in the head section of the human figure in the archetype tree. Incidentally, the lower-numbered archetype in a grouped set becomes the base archetype of the lineage and is the higher or highest rank.

How to Read the Archetype Pages



1 Lineage Name: The name of the archetype lineage

② Supporter Name: The name of the supporter who has the lineage's mastered abilities

③ Attack Type: Attack range during Fast Battle

④ Attack Range: Attack range during Fast Battle

⑤ Additional effect Effects that additionally occur during Fast Battle

⑥ Archetype: The name of the archetype belonging to the lineage

●Explanation: Features of the base and advanced/highest classes

⑧ Archetype Name: The name of the archetype

⑨ Image: Archetype image

⑩ Modifier: The parameter values modified at the initial rank

1 Attribute Affinity: Displays affinity against attributes

弱 ······The target's attribute is a weakness

耐 ······The target's attribute is resistant

—······No affinity toward the target's attribute

⑫ Unlock condition: conditions for unlocking the Archetype. Royal (P.195 ~200) is unlocked by talking to More after unlocking Prince

13 Master Bonus: a bonus you can obtain when an Archetype's rank is raised to the maximum

⑩ Required MAG Basic MAG value required to study it

15 Study conditions: the name and rank of the Archetype required to study it

⑩ Parameters added on rank up: parameter values added every 5 ranks

⑦ Learned skills: skills the Archetype can learn. The light red skills are the effects in Fast Battle

Name 'skill name rank···Rank at which the skill is learned

MP ····consumed MP Effect ··· Explanation of the skill's effect

⑩ Activated Synthesis: a synthesis that the Archetype can activate

Name Synthesis name

Skills·····The skills required to activate it, and the text in parentheses indicates the rank at which they are learned

[Support 1~3·····Archetypes required for support (※1)

MP ······ Consumed MP Press Number of press icons consumed

Effect·····Explanation of the synthesis's effect

⑩Vessel Skill: Skills learned by the Summoner

Name····· Skill name Item ····· Items required for the vessel

MP ····Consumed MP Effect .Explanation of the skill's effect

2 Activated Synthesis (Summoner) The Archetype can be activated

A certain Synthesis

Name····· Synthesis Name

Item ······Items required for the vessel

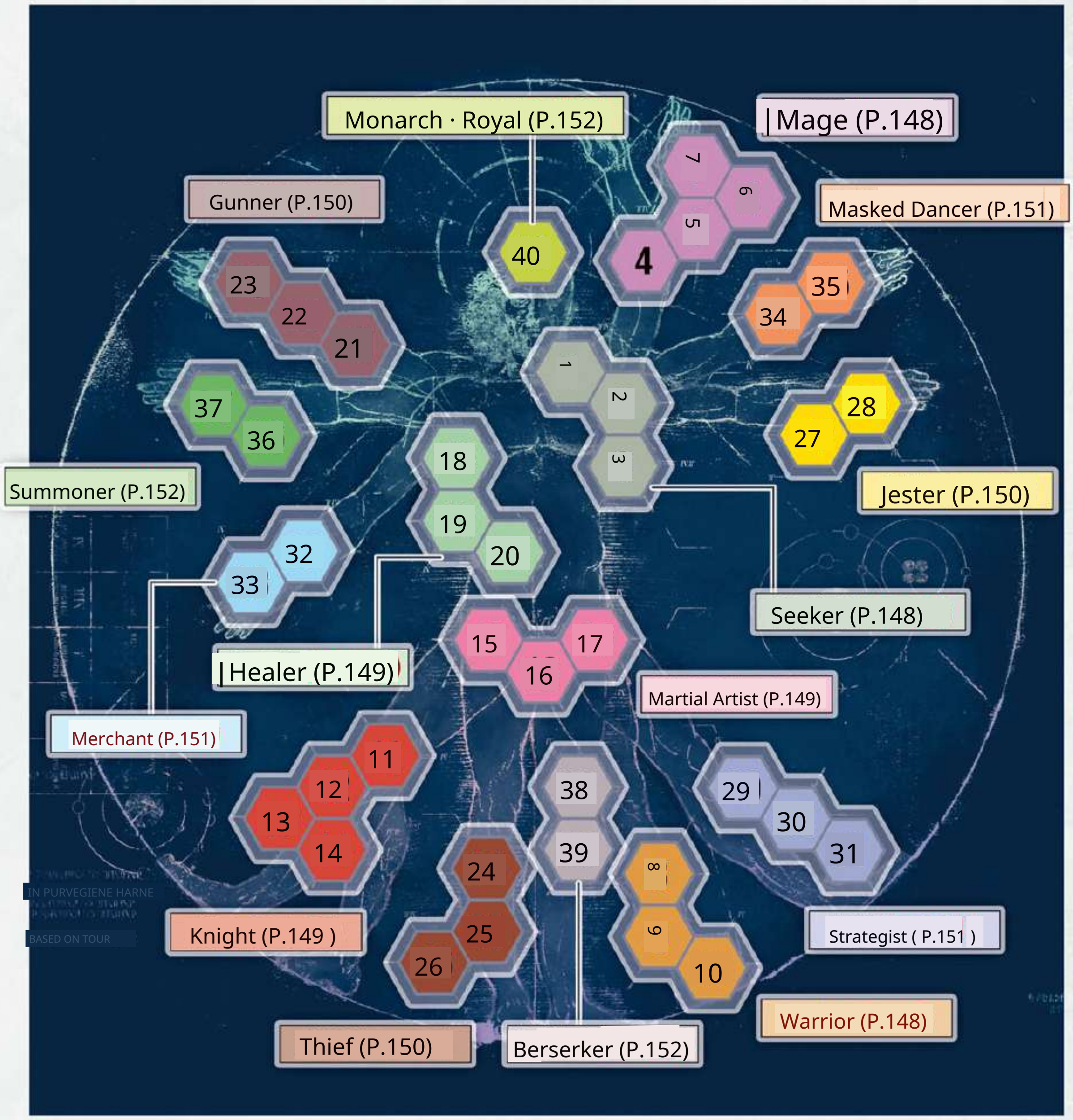
[Support 1~3·····Archetype required for support (※1) MP

··· Consumed MP Press···Number of consumed Press icons

Effect·····Explanation of the Synthesis's effect

※1: An archetype of any one lineage within Support is required.
Lineage names are represented by their initials, and there are Exploration, Magic, Warrior, Knight, Fighter, Priest, Cannon, Way, Military, Merchant, Veil, Summoner, Berserk, and Royal.

Overall diagram of the Archetype tree



Archetype List

No	Name	Page	No	Name	Page	No	Name	Page
1	Seeker	P.153	17	Kensei	P.169	33	Tycoon	P.185
2	Magic Seeker	P.154	18	Healer	P.170	34	Masked Dancer	P.186
3	Soul Hackers	P.155	19	Priest	P.171	35	Persona Master	P.187
4	Magician	P.156	20	Messiah	P.172	36	Summoner	P.190
5	Wizard	P.157	21	Gunner	P.173	37	Devil Summoner	P.191
6	Elemental Master	P.158	22	Sniper	P.174	38	Berserk	P.192
7	Warlock	P.159	23	Dragoon	P.175	39	Destroyer	P.193
8	Fighter	P.160	24	Thief	P.176	40(※1)	Prince	P.194
9	Swordmaster	P.161	25	Assassin	P.177	40 (*1)	Royal Fighter	P.195
10	Samurai	P.162	26	Ninja	P.178	40 (*1)	Royal Knight	P.196
11	Knight	P.163	27	Faker	P.179	40 (*1)	Royal Thief	P.197
12	Magic Knight	P.164	28	Trickster	P.180	40 (※1)	Royal Masked Dancer	P.198
13	Paladin	P.165	29	Commander	P.181	40 (*1)	Royal Summoner	P.199
14	Dark Knight	P.166	30	General	P.182	40 (*1)	Royal Berserker	P.200
15	Monk	P.167	31	Warlord	P.183			
16	Kung Fu Master	P.168	32	Dealer	P.184			

※1: Monarch: The Royal line becomes the party members' unique Archetype

Seeker

More

Attack Type: Close Range Attack Range Front Additional effect: Allies' support attacks are more likely to occur

Archetype Seeker (P.153)/Magic Seeker (P.154)/Soul Hacker (P.155)

[Archetype] With a wide variety of skills Can fight in an all-around way

The first Archetype you learn, and in the very early stages it becomes your source of damage and your healer. The Seeker has a wide variety of skills and can be moved around as a flexible skirmisher, but it lacks a finishing blow. Therefore, the party member suppor Excels as a support role. His parameters grow in a well-balanced way, and his affinities are weak to Fire and resistant to Wind. The Zinganthesis skills "Ride-On Blade" and "Horse Attack" are effective against Skeleton-type enemies.

[High/Top Tier] Can restore MP and can also handle long battles

Since taking the course only requires maxing out the prerequisite Archetype, it is relatively easy. As for Skills and Synthesis, the basic effect is that the Seeker's effect magnitude increases or additional support effects are added. Also, the Soul Hacker's "Pathfinder Wind" and "Pathfinder Flame" have an MP recovery effect in addition to attacking all enemies, so they can be used while easing the high MP cost. "Tetra Break," which is effective against specific enemies, can be used as a Synthesis.

Magician

Gallica

Attack Type: Close Range Attack Range Surroundings Additional effect: Recover MP whenever you stun or defeat an enemy

Archetype: Magician (P.156) / Wizard (P.157) / Elemental Master (P.158) / Warlock (P.159)

[Archetype] Can perform attacks that exploit weaknesses with Fire, Ice, and Lightning attributes

In Fast Battle, it has the valuable effect of recovering everyone's MP while defeating enemies with all-direction attacks. Since it can use Fire, Ice, and Lightning elemental magic attack skills, it is indispensable in battles against enemies weak to those attributes. Characters with high "Magic," such as Eupha, are well suited for it, but because "Strength" receives a negative modifier, physical attacks are less effective. Magicians play an active role as support Archetypes in many Synthesis.

[Higher Tier / Top Tier] Skills and Enhance magic attacks in Synthesis

More skills related to MP will be added. In particular, the Elemental Master's "Magic Link" halves the MP cost of Synthesis, so it is something you definitely want to inherit. Also, the Warlock specializes in magic centered on dark attributes and can learn "Makarabreak." With each higher tier, more resistances are added to affinities, but the weakness to Strike attributes does not change, so be very careful of enemies wielding spears or bows.

Warrior

Strohl

Attack Type: Melee Attack Range Front Additional effect: Even if you take an enemy's attack during your own attack, it will not become an enemy-first battle

Archetype Fighter (P.160)/Sword Master (P.161)/Samurai (P.162)

[Archetype] Physical attack with Slash damage Take them down one by one

The Warrior's parameters of "Strength" and "Endurance" increase, while "Magic" is negatively modified. Basi lio, who has high "Strength," along with Strohl and Hulkenberg, are ideal candidates. Its affinities are resistance to Fire and weakness to Wind. Its main skill is a physical Slash attack on one enemy, so let's use skills and Synthesis appropriately to pick off enemies one by one. In dungeons with many enemies weak to Slash damage, inheriting "Slash Booster" is effective.

[Higher Tier / Top Tier] Easier to use thanks to area attacks

The skill's attack range expands to all enemies, making it dramatically more convenient to use. Synthesis also becomes powerful, and "Space Killing Technique" lowers all enemies' Attack by one stage with its added effect, reducing damage taken. In addition, the increase in damage makes enemies easier to defeat and makes it easier to trigger the effect that increases Press Icons. It is recommended to have the Fighter inherit "Great Healing Promotion" so they can constantly recover HP.

Knight

Hulkenberg

Attack Type: Close Range Attack Range Front Additional Effect: A certain chance to reflect enemy attacks

Archetype Knight (p.163) / Magic Knight (p.164) / Paladin (p.165) / Dark Knight (p.166)

[Archetype] Specialized in defense Party Defender

An Archetype specialized in defense, with the "Endurance" parameter increasing. Simply learning "Ironclad Bond" and "Defensive Basics" makes it even sturdier. Also, since "Knight's Declaration" can cover the damage allies take, Hyulkenberg and Basilio, who have high HP and "Endurance," are well suited to it. However, because its skills focus heavily on defense, having an attacker in the party is essential. As for affinities, it is resistant to slash attacks and weak to lightning.

[Advanced / Highest Tier] An ironclad shield that further strengthens defensive options

Its affinities are almost the same as the Knight's, but the Paladin gains resistance to light, and the Dark Knight gains resistance to dark. By inheriting "Holy Knight's Art," which removes debuff effects, and "Instant Recovery," which cures status ailments in one turn, it becomes harder for the party's formation to collapse. In boss battles, it is recommended to inflict weaknesses with Zingethes such as "Justice Hammer" and "Holy Knight's Hammer," then unleash powerful elemental attacks from allies.

Martial artist

Catherina

Attack Type: Close Range Attack Range Front Additional effect: Strong enemies are more likely to be stunned

Archetype Monk (p.167) / Kung Fu Master (p.168) / Kensei (p.169)

[Archetype] Main weapon is power attacks unleashed by consuming HP

The martial artist is characterized by using skills and Zingethes that consume HP. Since their effects vary depending on remaining HP, support from equipment or skills that restore HP every turn is important. Power-type skills and the Zingethes "Ki Wave" are effective against undead enemies. As for affinities, power is a resistance and ice is a weakness. Also, because fast battle attacks bring you close to the enemy, be careful of enemy attacks.

[Higher/Highest Tier] Physical type Additional ability that prevents status ailments

Prevents physical-type bad statuses from being inflicted If you inherit "Battle-Hardened," you can make effective use of the accessory slot and nullify enemy actions that inflict bad statuses. As the story reaches its later stages, enemies' attacks become stronger, and martial artists who use skills that consume HP are especially at risk. Since there is also a possibility of HP reaching 0 in fast battles, be mindful of your remaining HP.

Healer

Maria

Attack Type: Melee Attack Range: Forward Additional Effect: Restores HP each time an ally's support attack hits

Archetype: Healer (p.170) / Priest (p.171) / Messiah (p.172)

[Archetype] Can use recovery skills and light-attribute magic attacks

The Healer's skills are mainly for recovery. For that reason, in normal battles it is effective to have other archetypes inherit the Healer's recovery skills. However, since it excels as a support archetype for Syntheses, make sure to train Junah or Eupha, who have a lot of MP, all the way to the highest tier. Light is a resistance, while dark and fire are weaknesses. If you inherit "Dekunda," you can prevent battles from dragging on due to debuff effects.

[Higher/Highest Tier] HP and Specialist in curing status ailments

In higher-tier and above Syntheses, you can use "God's Blessing," which has an effect on all allies. If you set the support archetype to Mage, the Healer can use light-attribute, and the Mage can use fire, ice, thunder, or dark attribute area magic attacks against all enemies, allowing an effective strategy even when enemy weaknesses are all different. The Messiah no longer has a weakness to the strike attribute, so there is no need to halve the enemy's Press Icons. Inheriting "Penpatra" is also recommended.

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Archetype

Artillery

Attack Type: Melee / Ranged Attack Range: Forward Additional Effect: Restores HP each time an enemy is stunned or defeated

Archetype: Gunner (p.173) / Sniper (p.174) / Dragner (p.175)

[Archetype] A powerful attack unleashed from the back row piercing physical attack

Its standout feature is that there is no modifier to the “Endurance” parameter, and the number of syntheses that become support type is also smal

It can inflict weaknesses to slash, pierce, and strike attributes, “Cley

“Jiva Bullet” is a skill that’s easy to use, since it increases the versatility of your next attack. Its affinities are lightning as a resistance and slash as a weakness. Also, the gunner’s attack skills require the back row, so don’t forget to switch when you move with the tactician’s skill.

[Advanced/Highest Tier] A wide variety of attacks and defensive options

The relatively early-learned synthesis “Shooting Bullet” can deal heavy damage while ignoring enemy resistances, making it an important source of damage in the early game. Once you become a Dragger, you learn a magic attack skill that hits multiple times, further expanding the gunner’s role. Also, if you inherit “Steadfast Heart,” you will no longer be affected by mental bad statuses, so it’s recommended.

Thief

Attack type: Close range Attack range: Forward Additional effect: There is a chance to obtain an item each time an enemy is stunned or defeated

Archetypes: Thief (P.176) / Assassin (P.177) / Ninja (P.178)

[Archetype] Excels at "stealing" and dark-element magic attacks

The highlight of Thief skills is "Steal." Even if you fail, you can keep trying by restarting the battle. Its stats, especially "Agility" and "Luck," grow particularly well, increasing the success rate of "Steal." Among its learned skills, "Drain Life" and "Drain Magic" also allow you to recover by stealing HP or MP from enemies. It is also one of the few archetypes that can learn dark-element magic attacks from the early game, and its affinities are resistance to dark-element attacks, while lightning is its weakness.

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[Advanced / Highest Tier] Can instantly kill enemies in one hit and excels at evasion

What sets it apart from other archetypes are the Assassin's "Assassinate" and "Dream" skills, which have a chance to instantly kill, as well as the Zengea skill "Slay God," " whose probability is increased. To raise the success rate, increase the stat "Luck" through equipment. If you inherit "Insight" and the evasion skills for each element, it becomes easier to successfully dodge attacks. When an enemy has strong buffs, nullify them with the Zengea skill "Shadow Clone Ninja Technique: Crimson Rain."

Clown

Attack type: Close/long range Attack range: Forward Additional effect: Has a chance to trigger automatic evasion behavior

Archetypes: Faker (P.179) / Trickster (P.180)

[Archetype] Lowers enemy abilities Rich in skills

The jester's hallmark is a large number of support-effect skills. "Jester's Prank," whose MP cost changes depending on maximum MP, is a very rare skill that randomly increases or decreases Press Icons. By adjusting the turn order, you can also use the increased Press Icons to launch a rapid offensive all at once. However, its stat bonuses are low, and it is weak against Strike and Wind elements, so when facing strong enemies, do not hesitate to switch out party members.

[Higher/Highest] enemies Skills that weaken enemies are enhanced

The prerequisite to learn it is only to max out Faker, but it takes time because you need to max out Alonzo’s Supporter rank. However, since it is the highest-tier Archetype, its skills are extremely powerful. In particular, “Bidarda” is recommended for inheritance because it can enhance by two stages at once. Also, the Synthesis skill “Miracle Circus Show” is an attractive physical attack that costs no MP.

Strategist

Bardon

Attack Type: Close Range Attack Range Front Additional Effect: Enemies are more likely to be stunned by allies' support attacks

Archetypes Commander (P.181) / General (P.182) / Warlord (P.183)

[Archetype] Support for allies and Fulfill both roles in Synthesis attacks

The Strategist has a skill that can change the party's formation, allowing it to move to the front row to increase attack power, or to the back row to strengthen defense. There is also a Synthesis for magical attacks of the all-purpose attribute in the "Megido" line. If you inherit the Commander's "Plan of Broken Mirror, No Reflection," you can remove the reflection granted by skills at any time. As for affinities, Pierce is resistant, while Crush is weak.

[Upper/Highest] Strengthen Archetype skills to gain the upper hand in battle

If you use "Plan of the Ice Castle," which can inflict an Ice weakness, it is more effective when a Mage is in the next attack. Also, alternate between the Warlord's "Back Booster" and "Front Booster" effects to raise your allies' attack power. Jin's "Overlord's Battle Formation" consumes 70 MP, which is a lot, but it is a powerful move that raises the party's enhancement effects by three stages and should shorten the duration of boss battles.

Merchant

Brigitta

Attack Type Close-range Attack Range Front Surrounding Additional Effect Gain a small amount of money each time an enemy is stunned or defeated

Archetype Dealer (P.184) / Tycoon (P.185)

[Archetype] Spend money and solve everything

The Merchant consumes money instead of MP, and in the early game when money is scarce, it is an unusual archetype where even Almighty skills and Synthesis cannot be used freely—everything depends on money. Its parameters grow especially well in "Luck," and its affinities have weakness to Fire and Light attributes. "Lucky Item" is also effective in Fast Battles, so it is recommended for inheritance. When you don't have money, convert MAG on stormy days to increase it.

[Upper/Highest] Spend money and keep using it to defeat enemies

By the time you can take Tycoon, the MAG conversion rate will be higher and you should also have some financial breathing room. Once that happens, skills that consume money can be used more and more. Against enemies that can only be damaged by Almighty attacks, this becomes an effective offensive method. Use the Synthesis "All Reset" to remove enemy enhancement effects, boost attack power with "Money Power" and "Almighty Booster," and aim for a heavy blow with "Golden Soldier."

Masked Dancer

Junah

Attack Type: Melee Attack Range Front Additional Effect Recover HP and MP each time an enemy is stunned or defeated

Archetype Masked Dancer (P.186) / Persona Master (P.187)

[Archetype] Equip a mask To an Archetype suited to the situation

By equipping a special mask (P.188~189) in the accessory slot, you can change your skills and affinities. Its stats emphasize Mag, and the Masked Dancer's inherent affinities are resistance to Ice and weakness to Lightning. Against enemies that have conditions for being defeated, it's easier to deal damage by using status-inflicting skills with increased success rate through "Dance Secret Arts" to restrict their actions. The HP and MP recovery effect from Fast Battle is valuable.

[Superior/Highest] Weakness-inflicting magic for massive damage against any enemy

The rites of Zentees all affect the entire enemy group. If you prepare an Archetype with an attack matching the corresponding element for your next move, you can defeat many enemies at once. For that reason, when forming a party with a Persona Master, it becomes easier to use if you align your attack elements. Also, try boosting your attack power with "Masquerade Charge." It is also effective to inherit the necessary skills in advance.

Summoner

Eupha

Attack Type Melee Range: Front/Surrounding Additional Effect: Does not trigger an enemy preemptive battle when attacked by enemies

Archetype Summoner (P.190) / Devil Summoner (P.191)

[Archetype] Summon beasts with a vessel

Summon and wipe out the enemies

The Summoner can obtain an item vessel and learn the corresponding skills and Synthesis. Even when the Archetype rank is low, the appeal is being able to use the vessel's powerful skills. Fas In battle, on the third hit of a combo attack, a black hole appears and attacks nearby enemies. Weaker enemies can be defeated instantly, so it is reassuring. Compatibility is Dark attribute resistance. Ice attribute is the weakness.

[High Tier / Top Tier] Summon high-tier summoned beasts with various effects

If you obtain a higher-tier vessel, you can learn the Devil Summoner skills and Zingate. Summoner and Devil Summoner are not compatible with vessels, so use them as needed. Devil Summoner has many magic attacks, so Junah and Eupha, who have high "Magic" parameters, are a good fit. Since Zingate's "Demon King Summoning" is powerful but doesn't consume much MP, you'll want to use it proactively.

Berserker

Basilio

Attack Type Melee Attack Range 囲 Front Additional effect: Even if the enemy attacks you during your attack, it does not become an enemy preemptive battle / Recover HP each time you s

Archetype Berserk (P.192) / Destroyer (P.193)

[Archetype] An evil destructive force of break属性 that slays enemies

An attack-focused Archetype that can use physical attack skills of slash, pierce, and strike attributes, as well as Jintexe. Its parameter "Strength" grows very well. Because its ability acquisition is slow and many Archetypes are required as prerequisites, if you plan to learn it, it is recommended to raise it to rank 10 using items such as "Hero's Light Leaf." As for affinities, slash, pierce, and strike attributes are resistances, reducing damage from physical attacks. Light and dark attributes are weaknesses.

[Higher-tier / Highest-tier] An attacker with added attribute attacks

In addition to Berserker's attack attributes, Destroyer gains skills and Jintexe of wind, lightning, light, and almighty attributes. Jintexe "War Cry" and "Tackle" are especially useful in dungeons with many undead enemies. If you want to enhance the effect of "Avenger," it is reassuring to inherit Kensai's "Unyielding Blood" as a safeguard. Also, "Vessel of Vitality" is something you should inherit to the Monk or Knight.

Monarch · Royal

Attack Type Melee Attack Range Front Additional effect: Allied support attacks and enemy stuns are more likely to occur / Recover HP and MP each time an ally's support attack hits (1)

Protagonist-exclusive "Monarch"

An Archetype that the protagonist awakens to in the event (P.232). Prince can become a support Archetype in all Jintexe. Since it consumes a lot of MP, equipment that restores MP is recommended. Another feature is that skills cannot be inherited.

The "Royal" made real from fantasy

After the protagonist awakens the Prince, talking to More at Akademia unlocks the companion's Royal Archetype. It becomes available to learn once the Supporter skill "Great Fantasy" has been acquired. The Royal's basis is the companion's initial Archetype.

Associated Archetypes

Lineage	Name	Page
Monarch · Royal	Prince	P.194
	Royal Fighter	P.195
	Royal Knight	P.196
	Royal Thief	P.197

Lineage	Name	Page
Monarch · Royal	Royal Masked Dancer	P.198
	Royal Summoner	P.199
	Royal Berserker	P.200

*1: Effect of "Morale Boost" at Rank 9

SEEKER

Seeker

Modifiers	Str 2	Ma 1	End	A 1	Luck	—

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	Weak	—	—	Resist	—	—

Unlock condition: Moa's Supporter rank reaches 1

Master Bonus HP+20 | Required MAG 500

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	2	3	3
20	4	4	3	4	4

Skills Learned

Name	Rank	MP	Effect
Follow-up Support	1	—	When acting in the field, ally support attacks are more likely to occur [For protagonist only]
Saiku	1	4	Deals minor damage to one enemy with a wind-element magic attack
Dia	1	4	Restores a small amount of HP to one ally
Tarukaja	4	8	Increases one ally's attack power for 3 turns
Slash Parry	6	4	Deals minor damage to one enemy with a slash-type physical attack
Cyclose	15	10	Deals moderate damage to one enemy with a wind-element magic attack
Tetra Break	20	18	Nullifies one enemy's "physical reflection skill" effect

Triggered Synthesis

Name	Skills	Support 1 Support 2	Support 3	MP	Press	Effect
Ride-On Blade	—	Mounted, military —	—	5	2	Deals heavy light-element physical damage to one enemy
Horse Attack	—	Battle, melee, frenzy—	—	5	2	Deals heavy damage to one enemy with a physical attack of the Crushing attribute.
Gasaiku	Saiku (Rank 21)	Exploration, Magic, Support	- -	6	2	Deals minor damage to all enemies with a wind-element magic attack
Mahatarukaja	Tarukaja (Rank 4)	Exploration, Knight, Military	—	18	2	Increases the attack power of all allies for 3 turns
Adventurer's Curiosity	—	Cannon, Fake, Mad —	—	8	2	Increases the critical hit rate of all allies for 3 turns
Gasaicro	Cyclose (Rank 15)	Exploration, Magic, Support	—	10	2	Deals moderate wind-element magic damage to all enemies
Tetra Break	—	Thief, Way, Merchant	1	18	2	Cancels the effect of one enemy's "physical reflection skill"

MAGIC SEEKER

Magic Seeker

Modifier values: Strength 3, Magic [illegible], Endurance 2, Speed 2, Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Wea	—	—	Endurance	—	—

Unlock Condition: More's Supporter Rank reaches 3

Master Bonus HP+25

Required MAG 8000

Enrollment requirements Seeker (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1
15	3	3	2	3	3
20	4	4	3	4	4

Skills Learned

Name	Rank	MP	Effect
Follow-up Support	1	—	When acting in the field, ally support attacks are more likely to occur [For protagonist only]
Cyclose	1	10	Deals moderate damage to one enemy with a wind-element magic attack
Tarukaja	1	8	Increases one ally's attack power for 3 turns
Diarma	4	8	Moderately restores one ally's HP
Wind Dodge	6	-	Increases evasion against wind attacks
Cyclone	15	18	Deals heavy wind-element magical damage to one enemy
Vitalja	20	20	Increases one ally's Attack and Defense by 2 stages for 3 turns

Activated Synthesis

Name	Skill	Support 1	Support 2	Support 3	MP	Press	Effect
Gasaicro	Cyclo (Rank) 1	Exploration, Magic, Support	—	—	10	2	Deals moderate wind-element magical damage to all enemies
Tetra Break	—	Theft, Trade	—	—	18	2	Cancels the effect of one enemy's "physical reflection skill"
Ride Heat Blade	—	Knight, Priest, Soldier	—	—	14	2	Deals massive damage to one enemy with a fire-element physical attack
Horse Strike	—	Battle, melee, frenzy	—	—	14	2	Deals heavy damage to one enemy with a Physical attack of the Strike type
Adventurer's Curiosity	—	Cannon, Fake, Mad	—	—	8	2	Increases the critical hit rate of all allies for 3 turns
Heat Riser	—	Scout, Knight, Military	—	—	24	2	Raises one ally's attack, defense, accuracy, and evasion for 3 turns
Garcyclone	Cyclone (Rank 15)	Exploration, Magic, Support	—	—	14	2	Deals heavy damage to all enemies with a Wind-type magical attack

SOUL HACKER

Soul Hackers

Modifiers	Strength 4	Magic 3	Endurance 3	Agility 3	Luck 2

Attribute	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
Affinity	—	—	—	Weak	—	—	Res	—	

Unlock Condition: Moa’s Supporter Rank reaches 7

Master Bonus HP+30 | Required MAG 22000

Enrollment requirements: Magic Seeker (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	2	3	3
20	4	4	3	4	4

Skills Learned

Name	Rank	MP	Effect
Follow-up Support	1	—	During actions in the field, allies are more likely to perform assist attacks [Protagonist Only]
Vacuum Wave	1	26	Deals heavy wind-element magical damage to one enemy Reduces the enemy’s attack power for 3 turns
Wind of Exploration	2	42	Deals heavy damage to all enemies with a wind-element magic attack Recovers MP according to the number of attackers
Diarmahan	4	18	Greatly restores the HP of one ally
Adventurer's Curiosity	7	8	Increases the critical hit rate of all allies for 3 turns
Flame of Exploration	11	42	Deals massive fire-element magical damage to all enemies Recovers MP based on the number of people who attacked
Heat Riser	15	24	For 3 turns, one ally’s attack, defense, hit, and evasion increase
Emerald Great Whirlpool	2020	46	Deals tremendous wind-element magical damage to all enemies, ignoring enemy resistances

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Tetra Break	—	Steal, Guide, Merchant		—	18	2	Cancels the effect of one enemy’s “physical reflection skill”
Ridesoul Blade	—	騎、Healer, Vehicle	—	—	16	2	Deals colossal Almighty physical damage to 1 enemy Absorbs MP
Winning Horse	—	Battle, melee, frenzy	—	—	16	2	Deals colossal Ruin physical damage to 1 enemy
Cyclone Slasher	—	Explorer, Mage, Healer Knight, Healer, Military		1	22	3	Deals colossal Wind magic damage to 1 enemy
Trial of Inquiry	—	Warrior, Thief, Faker	—	—	20	2	Deals massive damage to all enemies with a magic attack of almighty属性. Recovers MP based on the number of people who attacked

MAGICIAN

Magician

Modifier	Ka 3	魔 4	Resistance —	Agility 2	Luck 2

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
	—	Weak	—	—	Resistance	—	—	—	—

Unlock Condition: Gallica's Supporter rank becomes 1

Master Bonus MP+20

Required MAG 500

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	2	1	0	1
10	0	3	3	1	2
15	0	4	4	3	3
20	0	5	5	5	4

Skills Learned

Name	Rank	MP	Effect
Magic Recovery	1	—	Protagonist only] Restores MP each time an enemy is stunned or defeated during field actions
Bot	1	4	Deals minor damage to a single enemy with a fire-element magic attack
Blizz	2	4	Deals minor damage to a single enemy with an ice-element magic attack
Kande	6	4	Deals minor damage to a single enemy with a lightning-element magic attack
Well of Magic Power	11	—	Max MP increases by 15%
Magic Circle	20	—	Magic skill attack power increases by 10% If there is an Archetype of the same type, attack power increases further

Activated Synthesis

Name	Skill	Support 1	Support 2	Support 3	MP	Press	Effect
Gabot	Bot (Rank 21)	Search Use	—	—	6	2	Deals small damage to all enemies with a fire-element magic attack
Bottler	Bot (Rank 71)	Magic, Illusion, Summon	—	—	10	2	Deals moderate fire-element magic damage to one enemy
Gabriz	Briz (Rank 22)	Exploration, Magic, Support	—	—	6	2	Deals minor ice-element magic damage to all enemies
Blizzer	Briz (Rank 72)	Magic, Illusion, Summoning	—	—	10	2	Deals moderate ice-element magic damage to one enemy
Gakande	Kande (Rank 76)	Exploration, Magic, Support	—	—	6	2	Deals minor lightning-element magic damage to all enemies
Kandera	Kande (Rank 76)	Magic, Illusion, Summon	—	—	10	2	Deals moderate damage to one enemy with a lightning-element magic attack
Meteor Fall	—	Exploration, Magic, Enchantment	Magic, Illusion	Summoning	22	3	Deals massive fire-element magic damage to one enemy

WIZARD

Wizard

Modifier	Magic	Endurance	Agility	Luck
Ka-3	7	1	3	2

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	Weak	—	—	Resist	—	Resist	—	—

Unlock Condition: Gallica's Supporter Rank reaches 3

Master Bonus MP+25 | Required MAG 8000

Enrollment requirements: Magician (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	2	1	0	1
10	0	3	3	1	2
15	0	4	4	3	3
20	0	5	5	5	4

Skills Learned

Name	Rank	MP	Effect
Magic Recovery	1	—	When performing actions in the field, recovers MP each time you stun and defeat an enemy [Protagonist only]
Bottler	1	10	Deals moderate fire-element magic damage to one enemy
Blizzer	2	10	Deals moderate ice-element magic damage to one enemy
Kandera	6	10	Deals moderate damage to one enemy with a lightning-element magic attack
Grace's Blessing	11	—	While under effects that increase Attack, Defense, Hit rate, and Evasion rate, MP is greatly restored every time your turn comes around
Magic Fusion	20	—	The power and hit rate of Synthesis increase

◎Activated Synthesis

Name	Skill	Support 1 Support 2	Support 3	MP	Press	Effect
Gabottler	Bottler (Rank 1)	Exploration, Magic, Support	—	10	2	Deals moderate damage to all enemies with a fire-type magic attack
Boatna	Bottler (Rank 1)	Magic, Illusion, Summon	—	18	2	Deals heavy damage to one enemy with a fire-type magic attack
Gabriser	Blizar (Rank 2)	Exploration, Magic, Support	—	10	2	Deals moderate damage to all enemies with an ice-type magic attack
Blizzaton	Prizar (Rank 2)	Magic, Illusion, Summon	—	18	2	Deals heavy damage to one enemy with an ice-type magic attack
Gakander	Candler (Rank 6)	Exploration, Magic, Support	—	10	2	Deals moderate damage to all enemies with a lightning-type magic attack
Candeon	Candler (Rank 6)	Magic, Illusion, Summon	—	18	2	Deals heavy damage to one enemy with a lightning-type magic attack
Makara Break	—	Thief, Way, Merchant	—	18	2	Cancels the effect of one enemy's "Magic Reflection Skill"
Sky Thunderbolt	—	Magic, temporary, summoning	magic, temporary, summoning	22	3	Deals enormous Lightning magic damage to one enemy

ELEMENTAL MASTER

Elemental Master

Modifier value	Strength	Magic	Endurance	Speed	Luck
	3	8	2	5	3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	闇
	—	Weak	—	Res	Res	耐	Res	—	—

Unlock condition: Gallica's Supporter rank reaches 8

Master bonus MP+30

Required MAG 22000

Enrollment requirements: Wizard (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	2	1	0	1
10	0	3	3	1	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	0	4	4	3	3
20	0	5	5	5	4

Skills Learned

Name	Rank	MP	Effect
Magic Recovery	1	—	Protagonist only] Restores MP each time an enemy is stunned or defeated during field actions
Boatna	1	18	Deals heavy damage to one enemy with a fire-type magic attack
Blizzaton	2	18	Deals heavy damage to one enemy with an ice-type magic attack
Candeon	6	18	Deals heavy damage to one enemy with a lightning-type magic attack
Magic Link	12	-	Halves the MP consumed by Synthesis (applies only to MP-consuming Synthesis)
Magic Booster	20	-	Increases the attack power of magic skills by 15%

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Gaboat	Boatna (Rank 1)	Exploration, Magic, Support		—	14	2	Deals heavy damage to all enemies with a fire-element magic attack
Gablizaton	Blizaton (Rank 2)	Exploration, Magic, Support		—	14	2	Deals heavy ice-element magic damage to all enemies
Gakandeon	Kandeon (Rank 6)	Exploration, Magic, Support		—	14	2	Deals heavy lightning-element magic damage to all enemies
Makara Break	-	Thief, Way, Merchant		—	18	2	Cancels the effect of one enemy's "Magic Reflection Skill"
Deep Abyss Cliff	—	Exploration, Magic, Spellcasting, Illusion, Summoning			35	3	Deals super-heavy almighty-element magic damage to all enemies
Sky Thunderbolt	—	Magic, Illusion, Summon		—	22	2	Deals enormous Lightning magic damage to one enemy
Meteor Fall	—	Magic, Illusion, Summon			22	2	Deals massive fire-element magic damage to one enemy

WARLOCK

Warlock

Modifier	Strength	Mag	End	Agi	Luck
	—	6	2	3	4

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	Towe	—	—	—	—	—	Resist	Resist

Unlock condition: Gallica's Supporter rank reaches 8

Master bonus MP+30 | Required MAG 22000

Requirements: Wizard (Rank 20) / Assassin (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	2	1	0	1
10	0	3	3	1	2

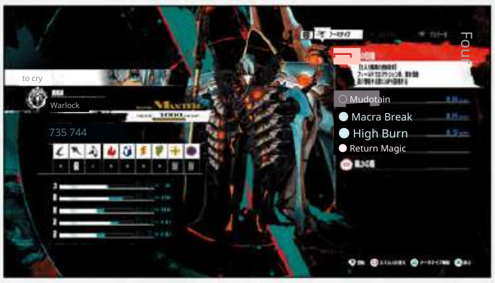
Rank	Strength	Magic	Endurance	Speed	Luck
15	0	4	4	3	3
20	0	5	5	5	4

Skills Learned

Name	Rank	MP	Effect
Magic Recovery	1	—	When performing actions in the field, recovers MP each time you stun and defeat an enemy [Protagonist only]
Mudain	1	18	Deals heavy dark-element magic damage to one enemy
Makara Break	2	18	Cancels the effect of one enemy's "Magic Reflection Skill"
Hyper	6	15	Once per battle, greatly increases the skill user's magic-element attack damage
Return Magic	12	—	Recovers MP when an enemy is defeated
Magic Vessel	20	—	Increases maximum MP by 30%

Activated Synthesis

Name	Skill	Support 1 Support 2 Support 3		MP	Press	Effect
Mahamudain	Mudain (Rank 1)	Exploration, Magic, Support	—	14	2	Deals heavy dark magic damage to all enemies
Underworld Tree	—	Magic, Illusion, Summon	—	18	2	Deals tremendous dark magic damage to all enemies
Lost Resist	—	Cannon, Fake, Mad —	—	26	2	Once only, ignores resistance for one enemy and inflicts "Fire, Ice, Lightning, Wind, Light, "Dark weakness"
Death Spirit Baby	—	Warrior, Thief, Faker	1	14	2	Deals massive damage to one enemy with a dark-attribute magic attack



Among mages, this one has a different flavor. Four is a mage with a different kind of dark attribute.

Deals damage to enemies with its voice. "Death Spirit Baby" cries

FIGHTER

Fighter

Modifiers	Str 2	Mag -2	End 2	Agi 1	Luck 2

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
	—	—	—	Resist	—	—	Weak	—	—

Unlock condition: Stroll's Supporter rank becomes 1

Master bonus Strength +2 | Required MAG 500

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	1	2	0
10	3	0	2	2	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	4	0	5	3	2
20	6	0	6	4	3

Skills Learned

Name	Rank	MP	Effect
Headlong Charge	1	—	Even if you are hit by an enemy's attack during the attack action on the field, it will not become an enemy preemptive battle 【Protagonist only】
Diagonal Slash	1	5	Deals minor damage to one enemy with a slash-type physical attack
Heat Up	3	—	Increases the attack power of physical skills by 10% If there is an Archetype of the same type, attack power increases further
Mincing Slash	8	12	Deals small damage 2 to 4 times to one enemy with a slash-attribute physical attack
Critical Hit	13	12	Accuracy is low, but if it hits, it is always a critical hit Deals damage with a slash-attribute physical attack
斬 Booster	20	-	Increases slash-attribute attack power by 20%

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Round Sword	—	Cavalry, Support, Military		—	14	2	Deals small slash-attribute physical damage to all enemies.
Vertical Slash	—	Battle, melee, frenzy	—	—	6	2	Deals massive slash-attribute physical damage to one enemy. If an enemy is defeated, the Press Icon increases.
Rending Rock Peerless Sky-Splitting Slash		War, Thief, Temporary Battle, Fighter, Mad			22	3	Deals enormous slash-attribute physical damage to one enemy. If an enemy is defeated, the Press Icon increases.

In Fast Battle, the attack is one hit. Charging the eye causes a slight delay.

The Fighter has a way to attack all enemies with a synthesis. It can use a method to attack all enemies with Synthesis.

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Archetype

SWORD MASTER

Swordmaster

Modifiers	Strength 4	Magic -2	Endurance 3	Agility 2	Luck 3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Resistant	—	—	Weak	—	—

Unlock Condition: Strohl’s Supporter Rank reaches 3

Master Bonus Strength +3 | Required MAG 8000

Prerequisite: Fighter (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	1	2	0
10	3	0	2	2	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	4	0	5	3	2
20	6	0	6	4	3

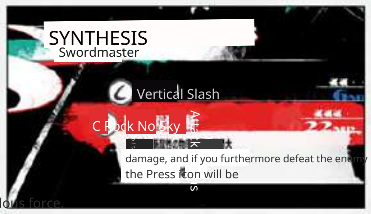
Skills Learned

Name	Rank	MP	Effect
Headlong Charge	1	—	Even if you take enemy attacks during an attack action in the field, it will not become an enemy preemptive battle [Protagonist only]
Round Sword	1	14	Deals small slash-attribute physical damage to all enemies
Insight	3	—	Increases evasion against slash-attribute attacks
Raise Slash	8	24	Deals medium slash-attribute physical damage to all enemies
Raging Edge	12	38	Deals large slash-attribute physical damage to all enemies
Weapon Mastery	20		Increases the attack power of normal attacks by 50%

◎Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Spatial Killing Technique	—	Cannon, road, summon	—	—	18	2	Deals extreme slash-attribute physical damage to all enemies Reduces the enemy’s attack power for 3 turns
Stacked Illusory Blade	—	Fighter, Merchant, Summon		—	16	2	Deals medium damage 4 to 6 times with a slashing physical attack to 1 enemy If an enemy is defeated, the Press Icon increases.
Vertical Slash	—	Battle, melee, frenzy	—	1	6	2	Deals massive slash-attribute physical damage to one enemy. If an enemy is defeated, the Press Icon increases.
Rending Rock Peerless Sky-Splitting Slash	—	War, Thief, False War, Fighter, Berserk			22	3	Deals enormous slash-attribute physical damage to one enemy. If an enemy is defeated, the Press Icon increases.

←The weapon summoned with “Stacked Illusory Blade” appears above the Swordmaster’s head and rains down on enemies with tremendous force.



← "Break Rock, Peerless Slash Through the Void" Ensure a certain defeat of the enemy and, with the additional effect, consume I want to effectively make the Press icon 2.

SAMURAI

Samurai

Modifier	Strength 6	Magic -2	Endurance 5	Speed 3	Luck 3

	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
Attribute Affinity	—	—	—	Resist	—	—	Weak	—	—

Unlock condition: Strohl's Supporter rank reaches 7

Master Bonus Strength +4

Required MAG 22000

Prerequisites: Swordmaster (Rank 20) / General (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	1	2	0
10	3	0	2	2	2
15	4	0	5	3	2
20	6	0	6	4	3

Skills Learned

Name	Rank	MP	Effect
Headlong Charge	1	—	Even if you are hit by an enemy attack during an attack action on the field, it will not become an enemy preemptive battle [Protagonist only]
Great Slash	1	16	Deals moderate Slash-attribute physical damage to one enemy
Thunder 刃	2	38	Deals heavy Thunder-attribute physical damage to all enemies
Attack Know-How	6	—	At the start of battle, the skill holder's attack power automatically increases.
Concentration	10	220	For 3 turns, the skill user's attack power increases by 3 ranks.
Sword Devotion	[illegible]	20	For 3 turns, the skill user's accuracy and evasion rate increase by 3 ranks.
Greater Healing Boost	18	—	Each time it becomes the user's turn, HP is greatly recovered.
Standing Firm	20	—	Cannot evade, but damage taken is halved.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Secret Sword: Scarlet Moon Slash	—	War, Martial, Frenzy	—	—	22	2	Deals massive damage to all enemies with a slash-type physical attack. Has a certain chance to inflict Charm
Wind 刃	—	Scout, Knight, Military	—	—	16	2	Deals massive wind-attribute physical damage to all enemies
Rending Rock Peerless Sky-Splitting Slash	—	Warrior, Thief, Faker	—	—	22	2	Deals enormous slash-attribute physical damage to one enemy. If an enemy is defeated, the Press Icon increases.
Stacked Illusory Blade		Fighter, Merchant, Summon			16	2	Deals medium damage 4 to 6 times with a slashing physical attack to 1 enemy. If an enemy is defeated, the Press Icon increases.

KNIGHT
Knight

Modifiers STR [redacted] MAG 1 END 3 AGI [redacted] — Luck —

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	Resist	—	—	—	—	Weak	—	—	—

Unlock Condition: Hülkenberg's Supporter Rank reaches 1

Master Bonus: END +2

Required MAG 1000

「Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	2	0	0
10	2	1	4	1	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	5	2	1
20	4	4	7	2	2

Skills Learned

Name	Rank	MP	Effect
Automatic Reflection	1	—	While performing actions in the field, there is a certain chance to reflect an enemy's attack [Protagonist only]
Declaration of Knighthood	1	4	For 1 turn, draw enemy attention and take the attacks that would otherwise target allies (some attacks cannot be taken on their behalf)
Noble Resolve	2	—	When hit by a preemptive attack from an enemy, damage taken is halved
First Aid	5	2	Restores a small amount of HP to one ally (usable only from the main menu)
Unbreakable Bond	9	—	Defense increases by 10% If a same-type Archetype is present, Defense increases further
Defense Mastery	12	—	At the start of battle, the skill holder's defense power automatically increases.
Shield Arts	20	12	Deals minor damage to one enemy with a physical attack of the Crushing type. For 3 turns, the enemy's accuracy and evasion decrease.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Jump Thrust	—	Battle, melee, frenzy	—	—	6	2	Deals medium damage to one enemy with a piercing physical attack Reduces the enemy's defense for 3 turns
Protect Guard	—	cavalry, implementation, army	—	—	10	2	Creates a barrier on one ally that negates one Slash, Pierce, or Strike attack.
Magic Guard	—	Exploration, Magic, Support	—	—	28	2	Fire, ice, lightning, wind, light, and dark attributes to all allies in your row Create a barrier that nullifies one attack.
Justice Hammer	—	Fighter, Merchant, Summon	—	—	18	2	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Only once, inflict "Pierce Attribute Weakness"

In Fast Battle, the enemy's attack
Let's counterattack in the opening after reflecting it.

An attack that launches a flying spear from horseback. "Jump Thrust" is a sprinting

MAGIC KNIGHT

Magic Knight

Modifier	Strength 1	Magic 2	Endurance 5	Agility 1	Luck 1	

	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Kh
Attribute Affinity	耐	—	—	—	—	Wea	—	—	—

Unlock condition: Huelkenberg's Supporter Rank reaches 3

Master Bonus Endurance +3

Required MAG 9000

Prerequisites Knight (Rank 20) / Magician (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	2	0	0
10	2	1	4	1	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	5	2	1
20	4	4	7	2	2

Skills Learned

Name	Rank	MP	Effect
Automatic Reflection	1	—	For the protagonist only】When performing actions in the field, there is a certain chance to reflect enemy attacks
Declaration of Knighthood	1	4	For 1 turn, draw enemy attention and take the attacks that would otherwise target allies (some attacks cannot be taken on their behalf)
Rakukaja	1	8	Increases one ally's defense for 3 turns
Media Line	5	10	Heals a small amount of HP for allies in the same row
Big Charge	9	12	Deals medium damage with a piercing physical attack to one enemy
Insight	12	—	Increases evasion against dark-element attacks
Tetrakarn	20	40	Creates a barrier on one ally that reflects one slash, pierce, or strike attack

Activated Synthesis

Name	Skill	Support 1	Support 2	Support 3	MP	Press	Effect
Marakukaja	Rakukaja (Rank) 1	Scout, Knight, Military	—	—	18	2	Increases all allies' defense for 3 turns
High Jump Thrust		Battle, melee, frenzy	—	—	10	2	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Decreases the enemy's defense for 3 turns
Hammer of the Magic Knight		Cannon, Fake, Mad	—	1	18	2	Deals massive physical damage to one enemy with a lightning-element attack Grants a Lightning-attribute weakness once only
Justice Hammer	—	Fighter, Merchant, Summon		—	18	2	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Only once, inflict "Pierce Attribute Weakness"
Protect Guard	—	cavalry, implementation, army	—	—	10	2	Creates a barri er that nullifies one Slash/Pierce/Strike-attribute attack for one ally
Magic Guard	—	Exploration, Magic, Support	—		28	2	Fire, ice, lightning, wind, light, and dark attributes to all allies in your row Create a barrier that nullifies one attack.

<Character Analysis>

Archetype

PALADIN

Paladin

Modifier	Str 2	Mag 4	End 6	Agi 2	Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	Resist	—	—	—	—	Weak	Resist		—

Unlock Condition: Hulkenberg's Supporter Rank reaches 7

Master Bonus End +4 | Required MAG 25000

Prerequisite: Magic Knight (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	2	0	0
10	2	1	4	1	1
15	3	3	5	2	1
20	4	4	7	2	2

Skills Learned

Name	Rank	MP	Effect
Automatic Reflection	1	—	While performing actions in the field, there is a certain chance to reflect an enemy's attack [Protagonist only]
Knightly Proclamation	1	8	For 1 turn, while defending, attract the enemy's attention and take the attacks your allies would receive in their place (some attacks cannot be taken in place of them)
Knight's Defense	2	20	For 3 turns, the skill user's Defense increases by 3 levels
Protect Guard	4	10	Creates a barrier for one ally that negates one Slash, Pierce, or Strike attack
Counter	8	—	Reflects Slash, Pierce, or Strike attacks with a 15% chance
First Aid	13	6	Restores a small amount of HP to all allies (usable only from the main menu)
Paladin's Art	18	15	Restores a moderate amount of HP to the skill user nullifies debuff effects
Recovers Vitality	20	—	MP is greatly restored each time it becomes their turn

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Jump Guard Slash	—	War, Strike, Frenzy		—	14	2	Deals massive Pierce physical damage to one enemy Lowers the enemy's defense for 3 turns
Holy Knight's Hammer	—	Warrior, Thief, Faker	—	—	20	2	Deals super massive Light physical damage to one enemy Grants "Light Weakness" once only
Divine Peerlessness	—	Search,, Army	Cavalry, Implementation,	Army	25	2	Deals an extremely large amount of light-attribute physical damage to all enemies For 3 turns, lowers the enemy's attack, defense, accuracy, and evasion
Hammer of the Magic Knight	—	Cannon, Fake, Mad	—	—	18	2	Deals massive physical damage to one enemy with a lightning-element attack Grants a Lightning-attribute weakness once only
Justice Hammer	—	Fighter, Merchant, Summon	—	—	18	2	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Only once, inflict "Pierce Attribute Weakness"
Line Guard	—	cavalry, implementation, army	—	—	28	2	Creates a barrier that nullifies one Slash, Pierce, or Strike attack for all allies in your row
Magic Guard	—	Exploration, Magic, Support	—	—	28	2	Fire, ice, lightning, wind, light, and dark attributes to all allies in your row Create a barrier that nullifies one attack.

DARK KNIGHT

Dark Knight

Modifiers	Strength 4	Magic 3	Endurance 5	Agility 2	Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	Kh
	Resistance	—	—	—	—	Weak	—	—	kvn

Unlock Condition: Hulkenberg's Supporter Rank reaches 7

Master Bonus End +4

Required MAG 25000

Prerequisites: Magic Knight (Rank 20) / Wizard (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	2	0	0
10	2	1	4	1	1
15	3	3	5	2	1
20	4	4	7	2	2

Skills Learned

Name	Rank	MP	Effect
Automatic Reflection	1	—	During field actions, there is a chance to reflect enemy attacks [Protagonist only]
Big Charge	1	12	Deals medium damage with a piercing physical attack to one enemy
Magic Counter	2	—	Reflects Fire, Ice, Lightning, Wind, Light, and Dark attacks with a 15% chance
Fierce Charge	4	2222	Deals heavy Pierce-aligned physical damage to one enemy
Perfect	8	—	At the start of battle, automatically increases the skill holder's Attack, Defense, Accuracy, and Evasion
Pierce Booster	13	—	The attack power of pierce-type attacks increases by 20%
Instant Recovery	18	—	The number of turns required to recover from a status ailment automatically becomes 1 turn
Lightning Thrust	20	28	Deals medium physical lightning damage to one enemy Decreases the enemy’s defense for 3 turns

Triggered Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Jump Guard Slash	—	Battle, melee, frenzy	—	—	14	2	Deals massive physical pierce damage to one enemy Decreases the enemy’s defense for 3 turns
Dark Knight's Iron Hammer		Fighter, Merchant, Summon	—	—	20	2	Deals colossal physical dark damage to one enemy Grants “Dark weakness” once only
Darkness Unrivaled	—	単、、、、army		—	25	3	Deals colossal physical dark damage to all enemies For 3 turns, lowers the enemy’s attack, defense, accuracy, and evasion

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Archetype

MONK

Monk

Modifiers	Atk	[redacted]	[redacted]	—	End [redacted]	Agi 2	Luc [redacted]	—

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	—	Endurance	—	Weak	—	—	—	—

Unlock Condition: Catherina's Supporter rank becomes 1

Master Bonus HP+20 | Required MAG 1200

「Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	0	1	1
10	2	2	0	2	3

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	2	1	4	4
20	5	3	2	5	4

Skills Learned

Name	Rank	MP	Effect
Upset	1	—	During actions in the field, powerful enemies are more likely to be stunned [Protagonist only]
Seiken Punch	1	(*1)	Deals minor damage to one enemy with a physical attack of an attribute that becomes more powerful the more HP the target has remaining.
Perseverance	3	—	Critical hit rate increases by 5%. If an Archetype of the same type is present, the activation rate increases further.
Skull Crusher	6	(*1)	Deals minor damage to one enemy with a physical attack of the Crushing type. Has a certain chance to inflict the Forgetting status.
Break Insight	10	—	Evasion rate against Break-attribute attacks increases.
Battle Breathing	14	12	For 3 turns, the skill user's attack and defense increase.
Fountain of Vitality	20	—	Maximum HP increases by 15%

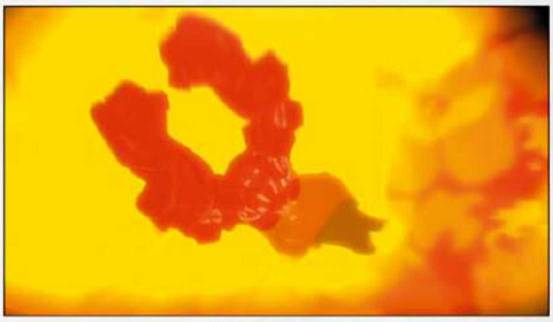
Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Meteor Burst Fist	—	Battle, melee, frenzy	—	—	(*1)	2	Deals 1 to 3 small-damage physical attacks of the Strike attribute to all enemies
Ki Light Wave	—	Exploration, Magic, Support		—	(*1)	2	Deals heavy damage to one enemy with a Light-attribute physical attack whose power increases the more HP the target has remaining

*1: HP consumed changes depending on maximum HP

DESERT DAY

↑ In Fast Battle, attacks are more likely to stun powerful enemies, but you need to dodge attacks while closing in on the enemy's range. Straight Punch is hard to land on enemies, so try keeping range and dodging after attacks in mind.



↑ "Meteor Burst Fist" unleashes fists with blinding speed again and again, pummeling all enemies. It finishes by slamming its whole body into the enemy to deal damage. Higher-tier Archetype skills include "Raging Tiger Burst Fist" and "Thunderlight Burst Fist."

KUNG-FU MASTER

Kung Fu Master

Modifiers	Strength	Magic	Endurance	Agility	Luck
	4	—	2	4	—

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—		—	Weak	—	—	—	—

Unlock condition: Cazerina's Supporter rank reaches 3

Master Bonus HP+25 | Required MAG 9200

Prerequisite: Monk (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	0	1	1
10	2	2	0	2	3

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	2	1	4	4
20	5	3	2	5	4

Skills Learned

Name	Rank	MP	Effect
Upset	1	—	During actions in the field, powerful enemies are more likely to be stunned [Protagonist only]
Smashing Fist	[illegible]	(*1)	Deal medium damage to one enemy with a physical Strike-type attack whose power increases the more HP the target has remaining
High Voltage	3	—	When an enemy is stunned and a command battle begins, the critical hit rate increases.
Power Thrust	6	(*1)	Deals medium damage with a piercing physical attack to one enemy Decreases the enemy's defense for 3 turns
Fighting Spirit in Adversity	10	[illegible]	When the skill holder is near death, critical hit rate increases
Booster	14	—	Increases attack power of Strike-type attacks by 20%
Master's Insight	20	[illegible]	Becomes 100% immune to critical attacks from enemies

Activated Synthesis

Name	Skills	Support	Support 2	Support 3	MP	Press	Effect
Fierce Tiger Burst Fist	—	Battle, Strike, Mad	—	—	(*1)	2	Deals small damage 2 to 4 times to all enemies with a Strike-type physical attack
Super Kikos Wave	—	Exploration, Magic, Support		[illegible]	(*1)	2	Deal massive damage to one enemy with a Light-aligned physical attack whose power increases the more HP the target has remaining.

*1: HP consumed changes depending on maximum HP

The "Super Kikos Wave" created by focusing ki. It unleashes condensed energy toward the enemy, dealing massive Light damage. Monk can learn "Kikos Wave," and Kensei can learn "Ultimate Kikos Wave."

The Kung Fu Master can easily stun enemies with the fighter's "upset the odds" effect, and further attack with "High Voltage," which increases the chance of landing critical hits. Let's hit them with a powerful blow.

check

Kensei

Modifiers	Ka[redacted] Mag	—	End 2	[redacted] Agi 6	Luck [redacted]	—

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	—	Endurance	—	Weak	—	—	—	—

Unlock condition: Kazerina's Supporter Rank reaches 8

Master Bonus HP+30 | Required MAG 27500

Requirements: Kung Fu Master (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	0	1	1
10	2	2	0	2	3

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	2	1	4	4
20	5	3	2	5	4

Skills Learned

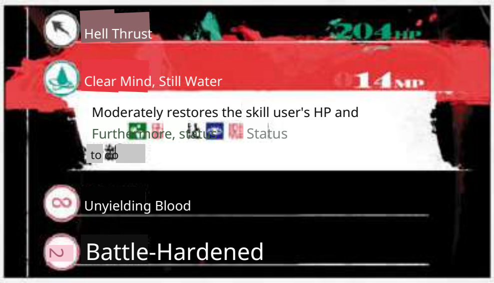
Name	Rank	MP	Effect
Upset	1	—	During actions in the field, powerful enemies are more likely to be stunned [Protagonist only]
Spiral Fist	1	(*1)	Deals heavy damage to one enemy with a physical Crushing attack whose power increases the more HP the target has remaining Cancels the enhancement effects currently applied
Meditation	3	6	Restores a small amount of the skill user's HP Also cures the Burned and Frostbitten status ailments
Hell Thrust	6	(*1)	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Decreases the enemy's defense for 3 turns
Clear Mind, Still Water	10	14	Restores a moderate amount of HP to the skill user Cures Poison and Curse states
Unyielding Blood	15	—	Once per battle, when you take an attack that would reduce HP to 0, grants an effect that fully restores HP
Battle-Hardened	20	-	Prevents Poison, Disease, Paralysis, Curse, Burn, and Frostbite

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Lightning Burst Fist	—	Battle, melee, frenzy	—	—	(*1)	2	Deals medium damage 2 to 4 times with a physical Lightning attack to all enemies
Ultimate Aura Wave	—	Exploration, Magic, Support		—	(*1)	2	Deals colossal damage to one enemy with a physical Light attack whose power increases the more HP the target has remaining
Bodhisattva Palm	—	Cannon, road, summon		—	(*1)	2	Deals tremendous damage to one enemy with a physical Smash attack whose power increases the more Deal colossal damage with an attack Inflicts "Slash-type weakness" only once.

※1: The HP consumed changes depending on max HP.

◆"Bodhisattva Palm" is used with enormous two-handed strikes a
A powerful move that crushes everything.



A convenient skill that restores HP.
"Meikyo Shisui" can restore Vitality, Deadly Poison, and Curse

HEALER

Healer

Modifier values	Car 2	Mag	End —	Spd 2	Luck 2

"Attribute | Affinity	Slash	Pierce	Blunt	Fire	Ice	Elec	Wind	Light	Dark
	—	—	Weak	—	—	—	—	Resist	Weak

Unlock condition: Maria's Supporter rank becomes 1

Master bonus Mag+2 | Required MAG 1000

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	0	1	2
10	0	3	1	2	3
15	0	5	2	3	4
20	0	7	3	5	4

Skills Learned

Name	Rank	MP	Effect
Support Recovery	1	—	During field actions, restore HP each time an ally's support attack hits [Protagonist only]
Hammer	1	4	Deals minor damage to one enemy with a light-element magic attack
Medi	3	110	Smallly restores HP of all allies
Patra	10	6	Cures one ally's status ailments
Insight	9	—	Raises evasion rate against light-element attacks
Dekunda	13	18	Dispels debuffs on all allies
Knowledge of natural healing	20	—	Restores a moderate amount of HP every time the turn comes around If there is an Archetype of the same type, the amount of recovery increases further

Activated Synthesis

Name	Skill	Support 1	Support 2	Support 3	MP	Press	Effect
Mahama	Hamma (Rank 21)	Exploration,	Magic,	Support	—	6	2 Deals minor damage to all enemies with a light-element magic attack
Medica	Medi (Ran 73)	cavalry,	implementation,	army	—	2020	2	Moderately restores HP of all allies
Magical Injection	—	Fighter,	Merchant,	Summon		12	2	Creates a barrier for all allies that negates one status ailment attack. stretch

Fast Battle attacks hit

It's hard to see. Let's face it head-on.

Can be learned early on, which is reassuring. "Dekunda" that removes debuff effects

PRIEST

Priest

Adjustment value	-1 Magic 6 Endurance 1 Agility 5 Luck 4

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
	—	—	155	—	—	—	—	Res	Weak

Unlock Condition: Maria's Supporter Rank reaches 3

Master Bonus Magic +3 | Required MAG 9000

Enrollment requirements Healer (Rank 20)

Parameters added upon rank up

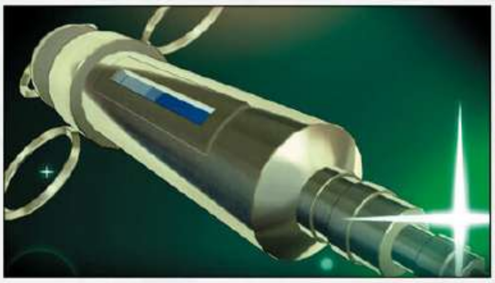
Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	0	1	2
10	0	3	1	2	3
15	0	5	2	3	4
20	0	7	3	5	4

Skills Learned

Name	Rank	MP	Effect
Support Recovery	1	—	During field actions, restore HP each time an ally's support attack hits [Protagonist only]
Hamaon	1	10	Deals moderate light-element magical damage to one enemy
Medica	3	20	Moderately restores HP of all allies
Recarm	5	10	Revives one ally from incapacitation with 50% HP
Ridyne	9	16	For 3 turns, grants one ally an effect that restores 10% HP each time their turn comes around in battle,
Blessing of the Gods	13	—	Increases the effectiveness of healing spells by 1.5 times
Samarecarm	20	20	Revives one ally from incapacitation with full HP

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Medical	Medica (Rank 3)	Mounted, military	—	—	40	2	Greatly restores HP for all allies
Mahamahon	Hamaon (Rank 1)	Search magic, cast	—	—	10	2	Deals moderate damage to all enemies with a light-element magic attack
Blessing of the Gods	—	Magic, Illusion, Summon	—	—	18	2	Revives all allies from incapacitation with full HP
Magical Injection	—	Fighter, Merchant, Summon	—	—	12	2	Creates a barrier for all allies that negates one status ailment attack. Set up



↑ "Magical Injection" is
Grants immunity with a giant syringe.

Fully recover from incapacitation
"Blessing of the Gods" that causes life to bud

MESSIAH

Messiah

Modifier	Strength	Magic	Endurance	Agility	Luck
	—	9	3	7	6

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electricity	Wind	Light	Dark
	—	—	—	—	—	—	—	Res	Weak

Unlock condition: Maria's Supporter rank reaches 8

Master bonus Magic +4

Required MAG 25000

Prerequisite: Priest (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	[illegible]	1	0	1	2
10	[illegible]	3	1	2	3
15	0	5	2	3	4
20	0	7	3	5	4

Skills Learned

Name	Rank	MP	Effect
Support Recovery	1	—	During field actions, restore HP each time an ally's support attack hits [Protagonist only]
Hamadain	1	18	Deal massive damage to one enemy with a light-attribute magic attack
Medical	3	40	Greatly restores HP for all allies
Penpatra	5	18	Cures status ailments for all allies
Light of Purification	13	28	Deals immense Light-element magic damage to one enemy
Patrikam	20	48	Grants one ally the effect of surviving with 1 HP when hit by an attack that would reduce their HP to 0, once per battle

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Mahanmadaine	Hamadain (Rank 1)	Exploration	Magic	Support	14	2	Deals heavy Light-element magic damage to all enemies
Heaven 罰	—	Cannon	Fake	Mad	20	2	Deals immense Light-element magic damage to all enemies. Grants a "light-element weakness" once only.
Magical Injection	—	Fighter	Merchant	Summon	12	2	Creates a barrier that nullifies one status ailment attack for all allies
Blessing of the Gods	—	Magic	Illusion	Summon	18	2	Revives all allies from incapacitation with full HP

← "Samarikarm" and "Dekunda" If you inherit it, your healing will have no blind spots.

← can be called an executor of "divine punishment." The sight of him summoning clouds and wielding

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<Character Analysis> Archetype

GUNNER

Gunner

Modifiers	Atk	Mag	Endurance	Speed	Luck
	—	—	—	3	—

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	Weak	—	—	—	—	Resist	—	—	—

Unlock condition: Newras's Supporter rank reaches 1

Master Bonus Speed +2 | Required MAG 1500

「Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1
15	3	3	3	3	2
20	5	3	3	5	3

Skills Learned

Name	Rank	MP	Effect
Recovery to Victory	1	—	During field actions, recovers HP each time an enemy is stunned or defeated [Protagonist only]
Sleep Shot	1	8	When in the back row, deal small damage to one enemy with a Pierce-type physical attack Inflicts sleep state with a certain probability
Poison Shot	3	10	When in the back row, deals medium damage with a piercing physical attack to one enemy Has a certain probability of inflicting poison state
Sukukaja	5	8	Increases one ally's hit and evasion rates for 3 turns
Accuracy Support	10	—	Hit rate increases by 10% If there is an Archetype of the same type, hit rate increases further
Curse Shot	20	22	When in the back row, deals heavy damage with a piercing physical attack to one enemy Has a certain probability of inflicting curse state

Activated Synthesis

Name	Skills	Support 1 Support 2 Support 3		MP	Press	Effect
Momentary Spray Shot	—	Cannon, road, summon	—	14	2	When in the back row, deals medium damage 2~3 times with a piercing physical attack to all enemies
Maha Sukukaja	—	Exploration, Cavalry, Vehicle	—	18	2	Increases the entire party's hit and evasion rates for 3 turns
Crazy Bullet	—	Thief, Way, Merchant	1	22	2	When in the back row, deals heavy damage to one enemy with a piercing physical attack Grants weakness to slash, pierce, and blunt attributes once only

↑ In fast battle, lock-on easier to hit when you target the enemy.

↑ It's no ordinary bullet in either appearance or performance. "Crazy Bullet" is

SNIPER

Sniper

Bonus values: Str 3 Mag 1 En [redacted] — Speed 4 Luck 2

Attribute	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
Affinity	弱	—	—	—	—	Res	—	—	—

Unlock Condition: Newlass's Supporter rank reaches 3

Master Bonus: Agi +3 | Required MAG 10000

Requirements: Gunner (Rank 20) / Seeker (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1
15	3	3	3	3	2
20	5	3	3	5	3

Skills Learned

Name	Rank	MP	Effect
Recovery to Victory	1	—	During field actions, recovers HP each time an enemy is stunned or defeated [Protagonist only]
Rapid Fire	1	14	When in the back row, deal small piercing physical damage to all enemies
Volley Fire	3	24	When in the back row, deal small piercing physical damage to all enemies 2 to 3 times
Pierce Insight	5	—	Evasion rate against piercing attacks increases
Harvest	10	—	Recovers HP when defeating an enemy
Crushing Shot	20	18	When in the back row, deal massive physical strike damage to one enemy Decreases the enemy's defense for 3 turns

◎Activated Synthesis

Name	Skills	Support	Support2	Support3	MP	Preset	Effect
Momentary Sudden Barrage	—	Cannon, Road, Summon22	—	—	222	2	When in the back row, deal medium strike physical damage to all enemies 3 to 5 times
Shooting Bullet	—	cavalry, implementation, army	—	—	22	2	When in the back row, deal colossal physical strike damage to one enemy, ignoring the enemy's resistances
Crazy Bullet	—	Thief, Way, Merchant	—	—	222 22	2	When in the back row, deals heavy damage to one enemy with a piercing physical attack Grants weakness to Slash, Pierce, and Strike attributes only once

Ricocheted Shooting Bullet
The bullet attacks the enemy.

When in a row, it is displayed in gray.
Artillery skills are used when the user is in front

DRAGONS

Dragoon

Modifiers	Strength 4	Magic 2	Endurance —	Agility 5	Luck 4

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	Weak	—	—	—	—	Res	—	—	—

Unlock Condition: Neuras's Supporter Rank reaches 8

Master Bonus Agi +4

Required MAG 30000

Prerequisites: Sniper (Rank 20) / Magic Knight (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	3	3	2
20	5	3	3	5	3

Skills Learned

Name	Rank	MP	Effect
Recovery to Victory	1	—	During field actions, recovers HP each time an enemy is stunned or defeated [Protagonist only]
Volley Fire	1	24	When in the back row, deal small piercing physical damage to all enemies 2 to 3 times
Feather Dragoon	1	30	When in the back row, deal 1 to 3 moderate lightning-element magical attacks to all enemies.
Red Feather Dragoon	5	30	When in the back row, deal 1 to 3 moderate fire-element magical attacks to all enemies.
Blue Feather Dragoon	10	30	When in the back row, deals moderate ice-element magic damage to all enemies 1 to 3 times
Long Range Booster	17	—	When in the back row, the attack power of all skills increases by 10%
Steadfast Heart	20	—	Becomes immune to Charm, Daze, Forgetfulness, Sleep, and Rage

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Dragroa	—	Magic, Illusion, Summon	—	—	14	2	When in the back row, deals massive fire-element magic damage to one enemy Has a certain chance to inflict Burn
Cold Dragroa	—	Exploration, Magic, Support	—	—	14	2	When in the back row, deals massive ice-element magic damage to one enemy Deal damage Has a certain chance to inflict Frostbite
Dragray	—	Cannon, road, summon	—	—	28	2	When in the back row, unleashes a light-element magic attack that ignores enemy resistances on one enemy, dealing massive damage
Shooting Palette	—	cavalry, implementation, army	—	—	22	2	When in the back row, deal colossal physical strike damage to one enemy, ignoring the enemy's resistances
Crazy Bullet	—	Theft, Trade	—	—	22	2	When in the back row, deals heavy damage to one enemy with a piercing physical attack Grants weakness to Slash, Pierce, and Strike attributes only once
Divine Thunder Fang	—	Cannon, Fake, Mad	—	—	18	2	Deals enormous damage with a lightning-element magic attack to all enemies

THIEF

Thief

Modifier	Strength	Magic	耐	-24	Luck 3
	—	—			

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	Weak	—	—	耐

Unlock condition: Hayzame's Supporter rank reaches 1

Master Bonus Speed +2

Required MAG 1500

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	0	2	1
10	2	1	1	3	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	2	2	4	3
20	4	3	3	6	3

Skills Learned

Name	Rank	MP	Effect
Pickpocket	1	—	During actions in the field, there is a chance to obtain items each time you stun or defeat an enemy [Protagonist only]
Dark Blade	1	6	Deals minor damage to one enemy with a slash-type physical attack Has a certain chance to inflict Forgetfulness
Steal	2	4	Steal a rare item from one enemy (success rate increases according to the skill user's Speed)
Mudoo	4	4	Deals minor Dark magic damage to one enemy
Life Theft	7	6	Steal HP from one enemy and convert it to your own HP
Mana Theft	11	1	Steal MP from one enemy and convert it to your own MP
Mudoon	20	10	Deals moderate dark-element magic damage to one enemy

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Mahamudon	Mud (Rank 74)	Exploration, Magic, Support		—	6	2	Deals small dark-element magic damage to all enemies
Phantom Tracer		Warrior, Thief, Faker		—	12	2	Deals immense slash-attribute physical damage to one enemy Negate the enemy's buffs
Mahamudon	Mudoon (Rank 20)	Exploration, Magic, Support		—	10	2	Deals moderate damage to all enemies with a dark-element magical attack.

Thief Fast Battle Attack
Only the third strike becomes a vertical slash.

The Thief's HP should be frequently "liv
Recover with "Life Drain".

ASSASSIN

Assassin

Modifiers: Strength 1, Magic 1, Endurance 1, Agility 4, Luck 5

	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	Weak	—	—	—

Unlock condition: Heismay's Supporter rank reaches 3

Master Bonus: Agi +3

Required MAG 10000

Enrollment requirements: Thief (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	0	2	1
10	2	1	1	3	2
15	3	2	2	4	3
20	4	3	3	6	3

Skills Learned

Name	Rank	MP	Effect
Pickpocket	1	—	Has a chance to obtain an item each time you stun or defeat an enemy in the field 【Main Character Only】
Dark Night Sword: Ambush	1	16	Deals moderate damage to one enemy with a dark-element physical attack For 3 turns, the enemy's accuracy and evasion decrease.
Steal	1	4	Steal a rare item from one enemy (success rate increases based on the skill user's "Agility")
Cursed Words	3	8	Has a chance to inflict Curse on all enemies
Assassination	6	16	Deals massive dark physical damage to one enemy Has a chance to instantly kill
Those Who Live in the Shadows	10	—	Evasion rate increases by 5% If there is an Archetype of the same type, evasion rate increases further
Lightning Dodge	15	—	Evasion rate against lightning attacks increases
Illusion	20	20	Deals slash physical damage to one enemy 1 to 3 times for small damage Absorbs MP Has a chance to instantly kill

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Godslayer	—	Cannon, Fake, Mad	—	—	14	2	Deals massive dark physical damage to one enemy Highly likely to instantly kill
Phantom Tracer	—	Warrior, Thief, Faker	—	—	12	2	Deals immense slash-attribute physical damage to one enemy Negate the enemy's buffs

←"God Slayer" is a skill that instantly kills enemies, as multiple sword strikes tear through space and the leaping Assassin cuts down the enemy in an instant. A skill that instantly kills.

← If "Steal" succeeds, you can take items from the enemy. In the process, it also deals a small amount of damage. to the enemy.

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<Character Analysis>

Archetype

NINJA

Ninja

Modifiers	Ka 2	Ma 2	End	—	Agility 5	Luck 6

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	Wea	—	—	耐

Unlock condition: Hayazame's Supporter Rank reaches 7

Master Bonus Agi +4

Required MAG 30000

Requirements: Assassin (Rank 20) / Sniper (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	0	2	1
10	2	1	1	3	2
15	3	2	2	4	3
20	4	3	3	6	3

Skills Learned

Name	Rank	MP	Effect
Pickpocket	1	—	Has a chance to obtain an item each time you stun or defeat an enemy in the field 【Main Character Only】
Dark Night Sword: Hazy Moon	1	27	Deals medium slash-attribute physical damage to all enemies When attacking an enemy afflicted with a status ailment, it is treated as striking a weakness.
Steal	1	4	Steal a rare item from one enemy (success rate increases according to the skill user's Speed)
Rage Carriage Technique	3	8	Has a certain chance to inflict Rage on all enemies.
Dark Night Sword: Immovable	6	22	Deals massive dark physical damage to one enemy For 3 turns, the enemy's accuracy and evasion decrease.
Substitution Technique	10	5	Grants the skill user one effect that nullifies an attack of Slash, Pierce, or Strike type.
Quickness Aptitude	15	—	At the start of battle, automatically increases the skill holder's accuracy and evasion rates.
Mind's Eye	20	—	When receiving attacks, the enemy's accuracy is halved

Activated Synthesis

Name	Skill	Support	Support 2	Support 3	MP	Press	Effect
Fire Release Technique	—	Magic, Illusion, Summon	—	—	14	2	Deals massive damage to one enemy with a fire-element magic attack Has a certain chance to inflict Burn
Ice Release Technique	—	Exploration, Magic, Support	—	—	14	2	Deals massive damage to one enemy with an ice-element magic attack Has a certain chance to inflict Frostbite
Shadow Clone Ninja Art: Crimson Drizzle		Theft, Trade	—	—	20	2	Deals enormous slash-attribute physical damage to one enemy. Negates status, reflection, and power-up support effects
Godslayer	—	Cannon, Fake, Mad	—	—	14	2	Deals massive dark physical damage to one enemy Highly likely to instantly kill

FAKER

Faker

Modifiers	Strength	Magic 1	Endurance 1	Agility 1	Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
Tower Weak	—	Tower Weak	—	—	—		—	—	

Unlock condition: Alonzo's Support Rank reaches 1

Master Bonus: Luck +3 | Required MAG 2500

「Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	0	1	1
10	2	1	2	2	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	2	3	3
20	4	4	3	3	5

Skills Learned

Name	Rank	MP	Effect
Insight	1	—	When performing actions in the field, there is a chance to trigger an automatic evasion action [Protagonist only]
Jester's Prank	1	(*1)	Has a chance to inflict Forgetfulness on one enemy When using a skill, the number of Press Icons randomly increases or decreases
Tarunda	3	8	Reduces one enemy's attack power for 3 turns
Sukunda	5	8	For 3 turns, one enemy's hit and evasion rates decrease.
Rakunda	8	8	Lowers one enemy's defense for 3 turns
Dekaja	13	18	Negates all buffs on all enemies
Makarakarn	20	40	Sets up a barrier on one ally that reflects one Fire, Ice, Electricity, Wind, Light, or Dark attack

Triggered Synthesis

Name	Skill	Support 1	Support 2	Support 3	MP	Press	Effect
Matarunda	Tarunda (Rank 3)	Mounted, military	—	—	18	2	Reduces all enemies' attack power for 3 turns
Marakunda	Rakunda (Rank 8)	cavalry, implementation, army		—	18	2	Reduces all enemies' defense for 3 turns
Masukunda	Sukunda (Rank 5)	cavalry, implementation, army		—	18	2	Reduces all enemies' accuracy and evasion rates for 3 turns
Randomizer	—	Thief, Wayfarer, Merchant	Thief, Wayfarer, Merchant		24	3	Reduces one enemy's attack, defense, accuracy, and evasion rates for 3 turns
Free Juggling	—	Cannon, road, summon		1		2	Consumes no MP, and deals small damage to all enemies with a almighty-type physical attack

*1: The MP cost changes depending on the maximum MP

⬅In Fast Battle, you can evade enemy attacks with a certain probability
The protagonist elegantly jumps.

⬅"Jester's Prank" may not only change the number of press icons, but also cause all press icons to start flashing. can also

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TRICKSTER

Trickster

Adjustment values: Strength 3 Magic 3 Endurance 3 Agility 3 Luck 3

Attribute |Weakness/affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	闇
	—		—	—	—	—	Wea	—	—

Unlock condition: Alonzo's Supporter rank reaches 8

Master Bonus: Luck +4

Required MAG 32000

Enrollment requirements: Faker (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	0	1	1
10	2	1	2	2	2
15	3	3	2	3	3
20	4	4	3	3	5

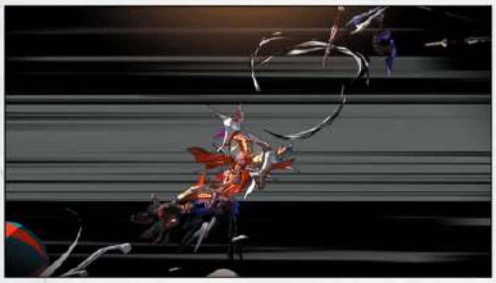
Skills Learned

Name	Rank	MP	Effect
Insight	1	—	When performing actions in the field, there is a chance to trigger an automatic evasion action [Protagonist only]
Jester's Prank	1	(*1)	Has a chance to inflict Forgetfulness on one enemy When using a skill, Press Icons randomly increase or decrease
Vidalda	1	20	For 3 turns, one enemy's Attack and Defense decrease by 2 stages
MP Gift	5	50	Transfers MP to one ally
Surprise Box	8	8	Has a certain chance to stun all enemies
Randomizer	13	24	For 3 turns, one enemy's Attack and Defense, Accuracy and Evasion decrease
Lucky Slash	20	18	Deals damage to a single enemy with a slash-type physical attack whose power varies randomly.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Randomizer	—	Thief merchant	—	—	24	2	For 3 turns, lowers one enemy's attack, defense, accuracy, and evasion rates
Free Juggling	—	Cannon, road, summon		—	0	2	Consumes no MP, and deals small damage to all enemies with a almighty-type physical attack
Miracle Circus Show	—	Cavalry, military thief, road, merchant			0	3	Without consuming MP, uses a almighty-type physical attack on all enemies for deals massive damage

*1: The MP cost changes depending on the maximum MP



"Free Juggling" is fine
Attack by throwing a knife after throwing it.

Stroh attacks enemies with a giant hammer: "The Miracle Circus Show" ra

COMMANDER

Commander

Modifier	Strength	Magic	Endurance	Speed	Luck
	—	2	1	1	1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
	—	耐	Weak	—	—	—	—	—	—

Unlock condition: Bardon's Supporter Rank reaches 1

Master Bonus: END +2

Required MAG 3000

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	2	0
10	1	2	2	3	1
15	2	3	3	4	2
20	3	4	5	4	3

Skills Learned

Name	Rank	MP	Effect
Cooperation Enhancement	1	—	During field actions, enemies are more likely to be stunned by allies' support attacks [Protagonist only]
Marakukaja	1	18	Increases the defense of all allies for 3 turns
Rebellion	2	4	Raises one ally's critical hit rate for 3 turns
Flame Strike	5	10	Deals medium fire-attribute physical damage to one enemy Has a certain chance to inflict Burn
Formation of Valiance	9	35	Using the skill moves the entire party's formation to the "front line" Raises the attack power of all allies by 2 stages for 3 turns
Fire Formation Tactics	13	28	Deals medium fire-attribute magical damage to all enemies Has a certain chance to inflict Burn
Anti-Reflect Formation	20	10	Negates the effect of "physical reflection and magical reflection skills" on one enemy

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Blazing Inferno Strategy	—	Magic, Illusion, Summon		—	18	2	Deals massive fire-element magical damage to all enemies Lowers all enemies' accuracy and evasion for 3 turns
Charge Signal	—	Scout, Knight, Military		—	26	2	Raises all allies' attack and defense, and accuracy and evasion for 3 turns
Megido	—	Cannon, road, summon		1	15	2	Deals medium almighty-element magical damage to all enemies

Fast Battle attack target
A difficult thrust. Observe the enemy carefully.

It is recommended to use it.
"Spirit Aura Formation" begins at the start of your turn

GENERAL

General

Modifier	Strength	Magic	Endurance	Agility	Luck
	—	4	2		2

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	耐	Weak	—	—	—	—	—	—

Unlock Condition: Bardon's Supporter rank reaches 3

Master Bonus Endurance +3

Required MAG 13000

Prerequisite: Commander (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	2	0
10	1	2	2	3	1
15	2	3	3	4	2
20	3	4	5	4	3

Skills Learned

Name	Rank	MP	Effect
Cooperation Enhancement	1	—	During field actions, enemies are more likely to be stunned by allies' support attacks [Protagonist only]
Mahatarukaja	1	18	Raises the attack power of all allies for 3 turns
Ice Strike	2	10	Deals medium Ice-element physical damage to one enemy Has a certain chance to inflict Frostbite
Ice Evasion	10	—	Increases evasion against Ice-element attacks
Shielding Formation	9	35	When this skill is used, the entire party's formation moves to the "back row" For 3 turns, the entire party's Defense increases by 2 ranks
Megido	13	15	Deals medium almighty-element magical damage to all enemies
Frozen Castle Tactic	20	36	Deals heavy magic ice damage to 1 enemy Inflicts "ice weakness" once only

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Blazing Inferno Strategy	—	Magic	Illusion	Summon	—	18	2	Deals massive fire-element magical damage to all enemies Lowers all enemies' accuracy and evasion for 3 turns
Ice Wolf Assault Tactic	—	Exploration	Magic	Support	—	14	2	Deals massive damage to one enemy with an ice-element magic attack
Charge Signal	—	Scout	Knight	Military	—	26	2	Raises all allies' attack and defense, and accuracy and evasion for 3 turns
Shielding Recovery Formation	—	cavalry	implementation	army	—	8	2	For 3 turns, each time the entire party acts in battle, they recover 10% HP
Megidora	—	Cannon	road	summon	—	20	2	Deals heavy magic Almighty damage to all enemies

← "Protection Formation" self-t
When used at the end of the turn, allies who attacked from the front row can be moved to the back row to prepare for enemy attacks.

◆When the stone pillar thrown by the General bears the crest of the "Protection Heal- ing Formation," all allies are granted the blessing of a sacred beast.

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WARLORD

Warlord

Modifier	Strength	Magic	Endurance	Agility	Luck
	—	5	4	3	3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
	—	耐	Weak	—	—	—	—	—	—

Unlock Condition: Bardon's Supporter Rank reaches 8

Master Bonus End +4

Required MAG 36000

Requirements: General (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	2	0
10	1	2	2	3	1
15	2	3	3	4	2
20	3	4	5	4	3

Skills Learned

Name	Rank	MP	Effect
Cooperation Enhancement	1	—	During field actions, enemies are more likely to be stunned by allies' support attacks [Protagonist only]
Formation of Valiance	1	35	Using the skill moves the entire party formation to the "front row" For 3 turns, the attack power of all allies rises by 2 stages
Shielding Formation	1	35	When this skill is used, the entire party's formation moves to the "back row" For 3 turns, the entire party's Defense increases by 2 ranks
Majestic Presence	2	38	Deals heavy damage to all enemies with a Wind-type magical attack Has a chance to inflict Daze
Maha Sukukaja	5	18	Increases the entire party's hit and evasion rates for 3 turns
Back Booster	9	—	If in the back row, increases the attack power of allies in the same row's magic skills by 10%
Front Booster	13	—	If in the front row, increases the attack power of allies in the same row's physical skills by 10%
Megidora	20	20	Deals heavy damage to all enemies with an almighty magic attack

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Blazing Inferno Strategy	—	Magic, Illusion, Summon	—	—	18	2	Deals enormous damage to all enemies with a fire magic attack For 3 turns, the enemy's accuracy and evasion decrease.
Ice Wolf Assault Tactic	—	Exploration, Magic, Support	—	—	14	2	Deals massive damage to one enemy with an ice-element magic attack
Shielding Recovery Formation	—	騎、Shi, Gun	—	—	8	2	For 3 turns, grants all allies an effect that restores 10% HP each time their turn comes up in battle
Supreme King's Battle Formation	—	Scout, Knight, Military	—	—	70	2	For 3 turns, all allies' attack and defense, and hit and evasion rates increase by 3 levels
Megidora	—	Cannon, road, summon	—	—	20	2	Deals heavy damage to all enemies with an almighty magic attack
Megidolaon	Megidola (Rank20)	Cannon, road, summon	—	—	25	2	Deals massive damage to all enemies with a magic attack of almighty属性.
A Once-in-a-Lifetime Strategem	—	Thief, Way, Merchant	—	—	20	2	Deals massive fire-aligned magical damage to all enemies, ignoring their resistances Has a certain chance to inflict Burn

DEALER

Dealer

Modifier	Strength	Magic	Endurance	Speed	Luck
	—	—	2		7

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	闇
	—	—	—	Weak	—	—	—	Weak	—

Unlock condition: Belgiitta's Supporter rank becomes 1

Master Bonus: Luck +3

Required MAG 2500

Prerequisites —

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	[illegible]	0	1	2	1
10	[illegible]	0	3	3	3
15	0	0	4	4	6
20	0	0	6	6	7

Skills Learned

Name	Rank	MP	Effect
Alchemy	1	—	[For protagonist only] When performing actions on the field, gain a small amount of money each time an enemy is stunned and defeated.
Gold Attack	1	500 (*1)	Inflicts small damage to a single enemy with a physical attack of all attributes that has a high critical rate.
Lucky Item	2	—	Item acquisition rate at the end of battle increases by 20%.
Merchant Gathering	10	—	Consumable item effects become 1.2 times stronger. If there is an Archetype of the same type, the effect multiplier increases.
Insight	9	—	Evasion rate against fire-element attacks increases.
Merchant's Collection	20	100	Steals MAG from one enemy.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
All Reset	—	Thief, Path, Merchant 36		—		2	Negates all status effects, reflection skill effects, and power-increasing skill effects applied to all enemies
Fortune Slot	—	Martial, Merchant, Summoner		—	777 (*1)	2	Though the hit rate is low, it deals damage with an Almighty physical attack that is guaranteed to be a critical hit if it connects

※1: Reeve cost

↑ "Fortune Slot" is a big win when the three reels become "▼▼▼". Let's unleash a critical attack and deal massive damage. If you miss, the shocked dealer and tycoon are comical.

↑ "All Reset" can reset all effects applied to all enemies. It can negate different buff effects at once, such as enemy Charge and reflection skill effects, but be careful, as it will also remove debuff effects.

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TYCOON

Tycoon

Modifier	Strength	魔	Endurance	Speed	Luck
	—	—	4	3	8

Attribute Affinity	Slash	Pierce	Bash	Fire	Ice	Electricity	Wind	Light	Dark
	—	—	—	Weak	—	—	—	Weak	—

Unlock condition: Belgiitta's Supporter rank reaches 8

Master Bonus: Luck +4 | Required MAG 32000

Requirements to learn: Dealer (Rank 20) / Commander (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	0	1	2	1
10	0	0	3	3	3

Rank	Strength	Magic	Endurance	Speed	Luck
15	0	0	4	4	6
20	0	0	6	6	7

Skills Learned

Name	Rank	MP	Effect
Alchemy	1	—	[For protagonist only] When performing actions on the field, gain a small amount of money each time an enemy is stunned and defeated.
Gold Rush	1	2500 (*1)	Deals massive Almighty physical damage to one enemy with a high critical rate
Lucky Item	1	—	Item acquisition rate at the end of battle increases by 20%.
Item Appraisal	5	—	Doubles the effects of consumable items
Lucky Rare Item	11	—	Increases the rare item acquisition rate by 20% at the end of battle
Critical Commerce	16	—	The chance of landing a critical hit on enemies increases by 2x.
Almighty Booster	20	—	Raises the attack power of Almighty attacks by 20%

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
All Reset	—	Thief, Way, Merchant	—	—	36	2	Negates all status effects, reflection skill effects, and power-increasing skill effects affecting all enemies
Money Power	—	Cannon, Fake, Mad	—	—	9999 (*1)	2	For 3 turns, raises one ally's all stats by 3 stages
Fortune Slot	—	Fighter, Merchant, Summon	—	—	777 (*1)	2	Accuracy is low, but if it hits, it will always be a critical hit. Al Deals damage with an Almighty physical attack
Golden Soldier	—	Battle, melee, frenzy	—	—	3333 (*1)	2	Deals massive damage with an Almighty physical attack to all enemies

※1: Reeve cost

It was hired for money, and its name was "Go lden Soldier."

Suitable weapon: "Lucky God's Abacus"
For the Tycoon who makes use of money

MASKED DANCER

Masked Dancer

Correction Value K	—	Magi 4 En rance	—	Speed 4	Luck 2

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	闇
	—	—	—	—	Resist	Weak	—	—	—

Unlock condition: Junah's Supporter rank becomes 1

Master Bonus Magic +3

Required MAG 11000

Enrollment requirements Magician (Rank 15) / Thief (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	1	1
10	0	4	1	2	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	1	5	3	3	2
20	2	7	3	4	3

Skills Learned

Name	Rank	MP	Effect
Dance of Victory	1	—	During actions in the field, each time an enemy is stunned or defeated, restore HP and MP [Protagonist Exclusive]
Inferno Vortex	1	14	Deals moderate fire-element magic damage to one enemy Has a certain chance to inflict Burn
Secret Art of the Dance	5	—	The success rate of status ailment infliction skills increases
Masked Dance	11	—	MP is moderately restored each time it becomes your turn to act If there is an Archetype of the same type, the amount restored increases further
Crimson Flame Blossom	20	42	Deals massive fire-element magical damage to all enemies

Triggered Synthesis

Name	Skills	Support 1 / Support 2	Support 3	MP	Press	Effect
Dance of the Blazing Hellfire	—	Magic, Illusion, Summon	—	26	2	Once only, inflict "Fire Attribute Weakness" on all enemies, ignoring resistances
Frozen Azure Dance	—	Exploration, Magic, Support	—	26	2	Once only, inflicts "Ice-Attribute Weakness" on all enemies, ignoring resistances.
Black Dance	—	Warrior, Thief, Faker	—	26	2	Once only, inflicts "Dark-Attribute Weakness" on all enemies, ignoring resistances.
Dance of Death	—	Thief, Way, Merchant	—	12	2	Has a high chance to instantly kill all enemies.

The first hit of fast battle attacks spins the fan vertically like a lathe, then continues with a horizontal sweeping attack. When enemies gather, the first hit's attack motion is long, so it is important to make sure it connects.

Equipping the "Summoner Mask" adds "Imp King Summon," "Eagle Lion Summon," " and "Luminous Butterfly Summon" to the learned skills. In this way, simply changing masks allows a variety of skills to be used right away.

PERSON MASTER

Persona Master

Modifier	Strength	Magic	Endurance	Speed	Luck
	—	[illegible]	—	6	3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	—	Resist	Weak	—	—	—

Unlock condition: Junah's Supporter rank reaches 6

Master bonus Magic +4 | Required MAG 38000

Prerequisites: Masked Dancer (Rank 20) / Faker (Rank 710)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	1	1
10	0	4	1	2	2
15	1	5	3	3	2
20	2	7	3	4	3

Skills Learned

Name	Rank	MP	Effect
Dance of Victory	1	—	When taking actions in the field, recover HP and MP each time you stun and defeat an enemy [Protagonist only]
Raging Thundercloud Dance	1	25	Once only, inflict one enemy with "Lightning Weakness," ignoring resistance
Howling Emerald Dance	4	25	Once only, inflict one enemy with "Wind Weakness," ignoring resistance
Purifying Light Dance	10	25	Once only, inflict one enemy with "Light Weakness," ignoring resistance
Blossom of Annihilation Flame	20	42	Deals heavy damage to all enemies with a Fire-element magic attack Nullifies any buffs currently applied

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Dance of the Blazing Hellfire	—	Magic, Fake, Summon		—	26	2	Once only, inflicts "Fire-element Weakness" on all enemies, ignoring resistances applies
Frozen Azure Dance	—	Exploration, Magic, Support			26	2	Once only, inflicts "Ice-element Weakness" on all enemies, ignoring resistance applies
Black Dance	—	Warrior, Thief, Faker	—	—	26	2	Once only, inflicts "Dark-Attribute Weakness" on all enemies, ignoring resistances.
Dance of Death	—	Thief, Way, Merchant	—	—	12	2	Has a high chance of inflicting instant death on all enemies
Masquerade Charge	—	Cannon, Fake, Mad			26	2	Once per battle, allies' physical attack damage Greatly increases

↓ "Vessel of Vitality" or "Mask of the Destroyer" It can also cover low HP.

← Enemies with resistance to Dark属性 are turned into weak points. Attack all at once with "Dance" as a finishing blow.

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Additional Mask Skills and Changing Affinities

Mask Name	Additional Skills	MP Cost	Elemental Affinity								
			Sla	突	Destruction	Fire	Ice	雷	Wind	Light	闇
Seeker's Mask	イクOne Twenty	10	—	·	—	Weak	—	—	Endurance	—	·
	Tarukaja	8									
	Tetra Break	18									
Mask of the Seeker of Magic	Cyclone	18	—	—	—	Weak	—	—	耐	—	·
	Diarma	8									
	Vitalja	20									
Mask of the Soul Seeker	Wind of Exploration	42	—	·	—	Weak	—	—	耐	—	Endurance
	Diarmahan	18									
	Heat Riser	24									
Magician's Mask	Blizz	4	—	Weak	—	—	耐	—	—	—	·
	Kande	4									
	Well of Magic Power	—									
Sage's Mask	ブTwenty-one	10	—	Weak	—	—	耐	—	耐	—	—
	ンデ:One Strength	10									
	Grace's Blessing	—									
Spirit Mage's Mask	Blizzaton	18	—	弱	—	耐	耐	Endurance	Endurance	—	·
	Candeon	18									
	Magic Booster	—									
Black Mage Mask	Mudain	1815181212	—	Weak	—	—	—	Endurance	Endurance	耐	Endurance
	Eighty-one										
	Makara Break										
Warrior Mask	Mincing Slash		—	—	—	耐	—	—	Weak	—	Endurance
	Critical Hit										
	One Night Slash	—									
Gladiator Mask	Raging Edge	38	—	—	—	耐	—	—	Weak	—	—
	斬Insight	—									
	Weapon Mastery	—									
Samurai Mask	Great Slash	16	—	—	—	耐	—	—	弱	—	·
	刃 Thunder	38									
	Concentration	20									
Knight's Mask	Declaration of Knighthood	4	Endurance	—	—	—	—	Weak	—	—	·
	シールドー少	12									
	Noble Resolve	—									
Magic Knight's Mask	Knight's Oath	4048252	En	—	—	—	—	Weak	—	—	—
	Mediline										
	ラToráKison										
Holy Knight's Mask	Paladin's Oath		En	·	—	—	1	Weak	—	Phoenix	—
	Knight's Defense										
	Paladin's Sacred Art	15									
Dark Knight Mask	Fierce Charge		耐	—	—	—	—	Weak	—	—	Endurance
	Flawless	—									
	Instant Recovery	—									
Martial Artist Mask	Brain Drop	(*1)	—	·	耐	—	55	—	—	—	Endurance
	Fighting Breath	12									
	Fountain of Vitality	—									
Master's Mask	Smashing Fist	(*1)	—	—	耐	—	Weak	—	—	—	—
	Power Thrust	(1)									
	Fighting Spirit in Adversity	—									
Fist Saint Mask	Spiral Fist	(*1)	—	—	耐	—	Weak	—	—	·	·
	Hell Thrust	(*1)									
	Clear Mind, Still Water	14									
Healer Mask	Medi	10	·	—	Weak	—	—	—	—	Endurance	Weak
	Patra	6									
	Hammer	4									
Cleric Mask	Medica	20	—	—	Weak	—	—	—	—	Endurance	55
	サマリカーム	20									
	Hamaon	10									
Savior Mask	Medical	40	—	·		—	—	—	—	Endurance	Weak
	Next page	48									
	Hamadain	18									
Artilleryman's Mask	Poison Shot	10	Weak 55	—	—	—	—	Endurance	—	—	—
	Curse Shot	22									
	Sukukaja	8									

※1: Maximum HP (consumable HP changes by ※2: Maximum MP IC consumable MP changes by ※3: Consumption リーブ ※4: Exclusive to 他又ヌタ之廿ー

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Archetype

Additional Mask Skills and Changing Affinities

Mask Name	Additional Skills	MP Cost	Slash	Pierce	Strike	Fire	Ice	雷	風	Lig	闇
Sniper Mask	Volley Fire	24									
	Crushing Shot	18	Weak	—	—	—	↑	耐		↑	—
	815 Down	—									
Dragoon Mask	フェザードラグーン	30									
	レッドフェザードラグーン	30	Weak	—	—	—	—	耐	—	—	—
	That one twenty-one down	30									
Thief Mask	Dark Blade										
	Mudoon		—	↑	↑	—	—	Weak	↑	—	耐
	Mana Theft										
Assassin Mask	Assassination										
	Illusion		—	·	—	—		Weak	—	—	耐
	Cursed Words										
Ninja Mask	Dark Night Sword · Immovable										
	Vehicle Technique		—	—	—	—	—	Weak	—	—	耐
	Substitution Technique										
Faker Mask	Jester's Prank										
	Dekaja		—	55	—	—	—	—	55	↑	—
	Power Cannon										
Patient's Mask	Lucky Slash										
	Vidalda		↑	Weak	↑	—	—	—	Weak	—	—
	Randomizer	24									
Strategist's Mask	Rebellion	4									
	Maharakukaja		—	Endurance	Weak	—	—	—	—	—	—
	Strategy of the Mirror That Does Not Reflect Broken Images										
Mask of the Wise General	Mahatarkaja										
	Megido		—	耐	Weak	—	—	—	—	—	—
	Frozen Castle Tactic	36									
Mask of the Master Strategist	Maha Sukukaja										
	Majestic Presence	38	—	Supervisor	Weak	—	—	—	—	—	—
	Megidora										
Merchant's Mask	Gold Attack	500(3)									
	Merchant's Collection		—	—	—	Weak			↑	Weak	+
	Lucky Item	—									
Mask of the Great Merchant	Gold Rush	2500(3)									
	Masterful Commerce	—	—	—	—	弱	—	—	—	Weak	—
	Lucky Rare Item	—									
Summoner's Mask	Goblin King Summon	12									
	Summon Griffin	38	—	—	—	—	Weak	↑		—	耐
	Summon Night Butterfly	22									
Mask of the Devil Summoner	Summon Fairy	27									
	Summon Fallen Angel	30	—	—	↑	—	Weak	—		↑	耐
	Summon Phantom Demon	18									
Berserker's Mask	Smashing	24									
	Yu Yisha	15 Endurance	Endurance	耐	|	—	—	Cycle		Weak 55	
	Battle Cry	40									
Destroyer's Mask	Thunder Break Axe	18									
	Wind Breaker	22	Endurance	Endurance	耐	—	—	—	↑	Weak	Weak
	Vessel of Vitality	—									
Dancer's Mask (※4)	Dance of the Raging Thundercloud	22									
	Dance of the Blustering Emerald Wind	11				—	耐	Weak	—	↑	—
	Dance of Purifying Light										
Stalwart Mask (※4)	Vessel of Vitality										
	Magic Vessel		—	—	—	—	↑	—	—	Endurance	耐
	Unyielding Blood										
Mask of Magic (※4)	Megidola										
	Hamadain		—	—	—	—	Endurance	Weak	—	Endurance	—
	Mudodain										
Mask of Strength (※4)	Great Sever										
	Great Charge		—	—	—	Endurance	—	—	Weak	—	—
	Rampage	52									
Mask of Compassion (※4)	Medical	18184018									
	Penpatra		—	—	—	Endurance	—	—	—	Endurance	55
	サマリカーム										

SUMMONER

Summoner

Modifiers: STR 3 MAG 3 END 2 AGI 2 LUK						

Attribute Affinity	Slash	Pierce	Bash	Fire	Ice	Electric	Wind	Light	闇
	—	—	—	—	Weak	—	—	—	耐

Unlock condition: Eupha's Supporter rank reaches 1

Master Bonus MP+25

Required MAG 11000

Requirements: Seeker (Rank 15) / Faker (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	3	3	2
20	4	5	3	3	4

◎Vessel Skills

Name	Items	MP	Effect
Goblin King Summoning	Vessel: Oni's Waistcloth	12	Low accuracy, but if it hits, it is always a critical hit Deals damage with a new attribute physical attack
Golem Summon	Vessel: Stone Wings	18	Deals massive damage to one enemy with a fire-attribute magical attack Has a certain chance to inflict Burn
毒鶏 Summon	Vessel · Cockscomb	27	Deals moderate damage to all enemies with a dark-attribute magical attack Has a certain chance to inflict Poison
Bone Black Knight Summon	Vessel: Black Skeleton	28	Deals large slash-attribute physical damage to all enemies
Lava Beast Summon	Incarnation · Red Mane	28	Deals medium almighty-element magical damage to all enemies

Skills Learned

Name	Rank	MP	Effect
A world of difference	1	—	When performing an action in the field, being attacked by an enemy does not shift into an enemy preemptive battle [Protagonist only]
Summon Griffin	1	38	Deals heavy damage to all enemies with a Wind-type magical attack Reduces the enemy's attack power for 3 turns
Summon Night Butterfly	1	22	Cures one ally's status ailments For 3 turns, restore HP by 10% each time it becomes your turn in battle

Activated Synthesis

Name	Items	Support 1	Support 2	Support 3	MP	Press	Effect
Lizardman Summon	—	Mounted, military	—	—	14	2	Deal massive lightning-attribute physical damage to 1 enemy For 3 turns, reduce the enemy's defense
Undead King Summon	Vessel: Great Thief, Way, Merchant		1		25	2	Deal massive dark-attribute magic damage to 1 enemy Has a chance to instantly kill
Griffin King Summon	—	Exploration, Magic, Support	—		18	2	Deal massive wind-attribute magic damage to all enemies For 3 turns, greatly reduce the enemy's attack power
Dragon God Summon	Shrine Maiden's Heart: Magic, Provisional, Summon		—	122	22	2	Deals super-heavy damage to all enemies with fire-attribute magic attacks Negate the enemy's buffs
Summon Bull Demon King	Vessel · Bull-Chain, Battle, Strike, Frenzy		—		20	2	Deals moderate damage 1 to 3 times to all enemies with a physical attack of the Crush attribute deal

DEVIL SUMMONER

Devil Summoner

Modifiers: Strength 4 Magic 4 Endurance 3 Agility 3 Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	—	Wea	—	—	—	Endurance

Unlock condition: Eupha's Supporter Rank reaches 6

Master bonus MP+30

Required MAG 38000

Prerequisites: Summoner (Rank 20)/Magic Seeker (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	3	3	3	3	2
20	4	5	3	3	4

Vessel Skills

Name	Items	MP	Effect
Demon Beast Summon	Incarnation · Unidentified Body Hair	27	Deals moderate damage to all enemies with a lightning-type magic attack
Fallen Angel Summon	Vessel Pentagram	30	Creates a barrier on one ally that reflects one slash, pierce, or strike attack
Summon Phantom Demon	Receptacle · Breaking Spear	18	Deal heavy damage to one enemy with a physical attack of the Pierce attribute Decreases the enemy's defense for 3 turns
Demon Beast Summon	Receptacle · Collar	18	Deals massive damage to one enemy with a fire-attribute magical attack Has a certain chance to inflict Burn
Goddess Summon	Vessel Lotus	20	Fully restores one ally's HP
Night Demon Summon	Receptacle · Black Snowman	46	Deals heavy ice-element magical damage to all enemies with an attack that ignores enemy resistances Has a certain chance to inflict frostbite

Skills Learned

Name	Rank	MP	Effect
A world of difference	-	—	When performing an action in the field, being attacked by an enemy does not shift into an enemy preemptive battle [Protagonist only]
Fairy Summon	-	27	Deals moderate damage to all enemies with an ice-type magic attack

Activated Synthesis

Name	Items	Support 1	Support 2	Support 3	MP	Press	Effect
Demon God Summoning	—	Battle, melee, frenzy	—	—	16	2	Deals moderate damage 2 to 4 times with a lightning-type magic attack to one enemy
Demon Summoning	Vessel・Fairy Shell	Magic, Fake, Summon	—	-	20	2	Deals massive damage with a light-type magic attack to all enemies Has a certain chance to inflict Stun
Destruction God Summoning	Vessel: Three-Pronged Spear	Mounted, military	—	—	20	2	Deals massive damage with a destruction-type magic attack to all enemies Lowers the enemy's attack and defense for 3 turns
Demon King Summon	Vessel・Earth Flies of Hell	Thief, Way, Merchant	—	-	22	2	Deals tremendous Almighty damage with a magic attack to all enemies deal Has a chance to inflict Curse
River of Ice at the Gate of Death	—	Exploration, Magic, Support	—	—	18	2	Deals tremendous Ice damage with a magic attack to all enemies

BERSERK

Berserk

[Modifiers	Strength	Magic -5	Endurance 5	Agility 2	Luck 1

Attribute	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
Affinity	Resist	Resist	Resist	—	—	—	—	Weak	Weak

Unlock Condition: Basilio's Supporter Rank reaches 1

Master Bonus +3 力 | Required MAG 12000

Prerequisites: Fighter (Rank 10)/Monk (Rank 10)/Knight (Rank 10)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	2	0	2	0	0
10	4	0	3	1	1
15	5	0	3	3	3
20	7	0	4	4	4

Skills Learned

Name	Rank	MP	Effect
Combat Specialization	1	—	During attack actions, enemy attacks will not shift the battle into an enemy preemptive battle; recover HP by stunning/defeating enemies [Protagonist only]
Slam	1	10	Deals medium damage to one enemy with a Strike-type physical attack
Charge	2	15	Once per battle, greatly increases the physical-attribute attack damage of the skill user.
Smashing	6	24	Deals medium damage to all enemies with a physical Strike-type attack
Sense of kinship	10	—	Increases Attack by 10% If there is an Archetype of the same type, attack power increases further
Battle Cry	15	40	For 3 turns, lowers all enemies' Attack and Defense
Rampage	20	59	Deals large damage 1 to 3 times to all enemies with a physical Strike-type attack

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Frenzied Slash	—	Battle, melee, frenzy	—	—	18	2	Deals large damage to one enemy with a physical Slash-type attack that ignores the enemy's resistance
Frenzied Pierce	—	Cannon, road, summon	—	—	20	2	Deals massive physical pierce damage to one enemy For 3 turns, greatly reduce the enemy's attack power
Madness of Destruction	—	Mounted, military	—	—	20	2	Deals heavy damage to one enemy with a Physical attack of the Strike type Inflicts "Slash-type weakness" only once.
War Cry Tackle	—	Scout, Knight, Military	—	—	28	2	Deals large damage to all enemies with a physical Strike-type attack that ignores the enemy's resistance Deals damage 1 to 3 times

In fast battle, the attack misses the first hit an opening is created, making them vulnerable to counterattacks. Immediately, Then finish it off with the second hit.

When multiple Berserkers stand shoulder to shoulder in a row, use "War Cry Tackle" on all enemies. Blast them.

DESTROYER

Destroyer

Modifier	Magic -5 Endurance 6 Agility 3 Luck 3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	Resist	Resist	耐	—	—	—	—	Weak	Weak

Unlock Condition: Basilio's Supporter Rank reaches 6

Master Bonus +4	力	Required MAG 38000

Enrollment requirements: Berserker (Rank 20)

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	2	0	2	0	0
10	4	0	3	1	1

Rank	Strength	Magic	Endurance	Speed	Luck
15	5	0	3	3	3
20	7	0	4	4	4

Skills Learned

Name	Rank	MP	Effect
Combat Specialization	1	—	During an attack action, if attacked by an enemy, it does not shift to an enemy preemptive battle; recover HP by stunning or d[illegible]ating the enemy [Protagonist Only]
Heavy Strike	1	12	Deals heavy damage to one enemy with a physical attack of the Crushing attribute.
Thunder Break Axe	1	18	Deals moderate damage to one enemy with a lightning-element physical attack Cancels the enemy's buffs
Wind Breaker	3	22	Deals medium damage to one enemy with a wind-attribute physical attack Decreases the enemy's defense for 3 turns
Revenger	6	—	When in the front row, the lower your HP, the higher the attack power of all skills becomes
Vitality Vessel	11	—	Increases maximum HP by 30%
Shining Crusher	16	36	Deals massive damage to one enemy with a light-attribute physical attack that ignores the target's resistances
Short Range Booster	2020	—	When in the front row, the attack power of all skills increases by 10%

Activated Synthesis

名称	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Frenzied Slash	—	War, Martial, Frenzy	—	—	18	2	Deal massive damage to one enemy with a slash-type physical attack that ignores the enemy's resistances
Frenzied Pierce	—	Cannon, road, summon	—	—	20	2	Deals massive damage to one enemy with a Pierce physical attack Greatly lowers the enemy's Attack for 3 turns
Madness of Destruction	—	騎、Shi, Gun	—	—	20	2	Deals heavy damage to one enemy with a Physical attack of the Strike type Inflicts "Slash-type weakness" only once.
War Cry Tackle	—	Scout, Knight, Military	—	—	28	2	Deals large damage 1 to 3 times to all enemies with a physical Strike attack that ignores enemy resistances
Deadly Eraser	—	Fighter, Merchant, Summon	—	22	22	2	Deals super massive damage to one enemy with an Almighty physical attack deal Negates status, reflection, and power-up support effects

PRINCE

Prince

Modifier Values	Strength 3	Magic 3	Endurance 3	Agility 3	Luck 3

"Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	Res	Cruelty

Unlock condition Unlocked when the event occurs

Master Bonus HP+30、 MP+30 Required MAG —

Prerequisites —

Prince's Characteristics

If the Prince is in the party, strengthen the party with the Press icons increased by "Hero's Cry," and the standard battle tactic is to use attribute-weakness attack skills and Synthesis, which has become easier to use with the Prince's support. All attribute affinities are resi stance. "All Resistances" and "Final King Magic: Armageddon," which is activated by accompanying three Royal Archetypes, are abilities befitting the lord of the Archetype. Incidentally, the Prince's skills cannot be inherited.

◎ Parameters added on rank-up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1
15	3	3	3	3	2
20	4	4	4	4	3

Skills Learned

Name	Rank	MP	Effect
Coordinated Pursuit Attack	1	—	During field actions, ally support attacks and enemy stun are more likely to occur [Protagonist Only]
Hero's First Slash	1	25	Deals massive slash-attribute physical damage to one enemy. Damage against Ningen-type monsters is increased
Hero's Proof	2	50	For 3 turns, the skill user's Attack, Defense, Accuracy, and Evasion rise by 3 stages
Immaculate Light	6	42	Deals heavy Light-element magic damage to all enemies
Morale Boost	9	—	While acting on the field, restore HP and MP each time an ally's support attack hits [Protagonist only]
Hero's Cry	13	99	Once per battle, increase Press Icons by 4
All Resistances	18	—	All affinities except Almighty become "Resist"
Royal Slash	20	38	Deal massive damage to one enemy with a physical Almighty attack Damage increases against Ningen-type monsters

Activated Synthesis

Name	Items	Support 1	Support 2	Support 3	MP	Press	Effect
Royal Sword	—	All 25	—	—	—	2	Deals massive almighty physical damage to one enemy Damage is increased against Ningen-type monsters
Apocalypse King Magic・Arma Gedon	Chronicle of the End Times	Royal	Royal	Royal	99	4	Deals 9999 damage to all enemies
Wind Blade	—	Scout, Knight, Military	—	—	16	2	Deals massive wind-attribute physical damage to all enemies
Knight's Hammer	—	Fighter, Merchant, Summon	—	—	20	2	Deals colossal physical dark damage to one enemy Grants "Dark weakness" once only
Fire Release Technique	—	Magic, Illusion, Summon	—	—	14	2	Deals massive damage to one enemy with a fire-element magic attack Has a certain chance to inflict Burn
Black Dance	—	Warrior, Thief, Faker	—	—	26	2	Once only, inflicts "Dark-attribute Weakness" on all enemies, ignoring resistance ing
River of Ice at the Gate of Death	—	Exploration, Magic, Support	—	—	18	2	Deals tremendous Ice damage with a magic attack to all enemies
Frenzied Pierce	—	Cannon, road, summon	—	—	20	2	Deals massive physical pierce damage to one enemy For 3 turns, greatly reduce the enemy's attack power

ROYAL FIGHTER

Royal Fighter

Modifier	Strength 6, Magic -2, Endurance 5, Agility 3, Luck 3

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Thunder	Wind	Light	Dark
	—	—	—	Resist	—	—	Weak	—	—

Unlock condition: Strohl's Supporter rank reaches 8 / Prince is unlocked

Master bonus: Strength +3

Required MAG 40000

Enrollment requirements: Samurai (Rank 20) / Warlord (Rank 20)

Features of the Royal Fighter

A specialist in Slash-attribute attacks whose Warrior abilities have been further enhanced. With "Slash High Booster," it can further increase Slash-attribute attack power. By inheriting the Fighter's "Slash Booster" and skills that increase the power of physical attacks, and using "Hasso Tobi," you can land up to eight powerful strikes. If you defeat an enemy, the effect of "Soul of the Noble Warrior" lets you move on to the next attack without reducing Press Icons, so you'll want to keep the Royal Fighter's attack power as high as possible at all times.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	1	2	0
10	3	0	2	2	2
15	4	0	5	3	2
20	6	0	6	4	3

Skills Learned

Name	Rank	MP	Effect
Spatial Killing Technique	1	18	Deals extreme slash-attribute physical damage to all enemies Reduces the enemy's attack power for 3 turns
Sword Devotion	1	20	Increase the skill user's accuracy and evasion by 3 ranks for 3 turns.
Concentration	1	20	Increase the skill user's attack power by 3 ranks for 3 turns.
Weapon Mastery	1	1	Increases the attack power of normal attacks by 50%
Brave Zapper	2	36	Deal heavy slash-type physical damage to 1 enemy with a high critical rate.
Slash High Booster	10	—	Increase slash-type attack power by 30%.
Hasso Tobi	16	8	Deal 8 instances of small slash-type physical damage to all enemies.
Soul of the Noble Warrior	20	—	When defeating an enemy with a physical attack, the Press Icon does not decrease during that action.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Rock-Shattering Peerless Sky-Rending Slash	—	Warrior, Thief, Faker	—	—	22	2	Deal massive slash-type physical damage to 1 enemy. If the enemy is defeated, the Press Icon increases.
Great Authority Illusion Manipulation	—	Fighter, Merchant, Summon	—	—	16	2	Deal medium slash-type physical damage to 1 enemy 4 to 6 times If an enemy is defeated, the Press Icon increases.
Secret Sword: Scarlet Moon Slash	—	War, Martial, Frenzy	—	—	22	2	Deal colossal damage to all enemies with a slashing physical attack. Has a chance to inflict the charm status.

ROYAL KNIGHT

Royal Knight

Modifier values:	Ka 2, Magic 4, Endurance 6, Agility 2, Luck 1

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	闇
耐	—	—	—	—	—	Weak	—	Res	—

Unlock condition Hulkenberg's Supporter rank reaches 8 / Prince is unlocked

Master Bonus Endurance +5

Required MAG 40000

Prerequisites Paladin (Rank 20) / Dark Knight (Rank 15) /Elemental Master (Rank 15)

Characteristics of the Royal Knight

Can learn some skills from Paladin and Dark Knight, and can fulfill both offensive and defensive roles. Also, there is "All Guard," which nullifies attacks on one ally except for Almighty damage, and the synthesis skill "Almighty" that grants that effect to the entire party.

"Togard" requires a lot of MP, but it can serve as a temporary source of reassurance when you want to rebuild the party. Like a knight, the Royal Knight's role is also to protect allies, so make sure to raise HP and the "Defense" parameter well.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	2	0	0
10	2	1	4	1	1
15	3	3	5	2	1
20	4	4	7	2	2

Skills Learned

Name	Rank	MP	Effect
Knightly Proclamation	1	8	For 1 turn, draw enemy attention while defending and take the hits that allies would otherwise receive
Instant Recovery	1	1	The number of turns required to recover from a status ailment automatically becomes 1 turn
Lightning Thrust	1	28	Deals medium physical lightning damage to one enemy Decreases the enemy's defense for 3 turns
Fierce Charge	1	22	Deals heavy Pierce-aligned physical damage to one enemy
All Guard	3	40	Create a barrier on one ally that nullifies one attack of any type other than Almighty
Strike Hi-Booster	10	—	Increases Strike-type attack power by 30%
All Counter	15	—	Reflects attacks other than Almighty with a 15% chance
Noble Knight's Soul	20	—	On the turn after using a proclamation skill, the number of Press icons increases by +1

-Activation Gyntezes

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Ultimate Guard	—	cavalry, implementation, army		—	100	2	Creates a barrier on all allies that negates one attack other than Almighty-type attacks.
Divine Peerlessness	—	Scout, Knight, Armored Knight, Support, Military			25	3	Deals immense Light-type physical damage to all enemies Lowers the enemies' Attack, Defense, Accuracy, and Evasion for 3 turns
Darkness Unrivaled	—	Warrior, Thief, Armored Knight, Support, Military			25	3	Deals immense Dark-type physical damage to all enemies For 3 turns, lowers the enemy's attack, defense, accuracy, and evasion

ROYAL THIEF

Royal Thief

Modifiers	Magic 2	Endurance —	Agility 5	Luck 6

Affinity	Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
	—	—	—	—	—	Weak	—	—	Resist

Unlock condition: Heismay's Supporter rank reaches 8 / Prince is unlocked

Master bonus: Agi +5 | Required MAG 40000

Prerequisites: Ninja (rank 20) / Dragoon (rank 15)/ Tycoon (rank 15)

Features of the Royal Thief

The prerequisites require the top-tier Archetypes of Thief, Gunner, and Merchant, making it more difficult than other Archetypes. Since Merchant is not included in the prerequisites for Thief, have Heismay learn it early and develop him. "Plunder" is a rare item Increase opportunities to acquire them, and in the late game when item prices skyrocket, it may also be good to use them for the purpose of selling. Once you learn "Soul of the Noble Thief," it is recommended to inherit an evasion skill and eliminate enemy press icons.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	0	0	2	1
10	2	1	1	3	2
15	3	2	2	4	3
20	4	3	3	6	3

Skills Learned

Name	Rank	MP	Effect
Dark Night Sword: Immovable	1	22	Deals massive dark physical damage to one enemy. For 3 turns, the enemy's accuracy and evasion decrease.
Illusion	1	20	Deals slash physical damage to one enemy 1 to 3 times for small damage. Absorbs MP. Has a chance to instantly kill
Substitution Technique	1	5	Grants the skill user an effect that negates one Slash, Pierce, or Strike attack.
Mind's Eye	1	—	When receiving attacks, the enemy's accuracy is halved
Robbery	2	10	Steal a rare item from one enemy with a high success rate
Principles of Swiftness	7	—	At the start of battle, the skill holder's accuracy and evasion rate greatly increase automatically.
Dark Night Sword · Shiden	14	42	Deals large slash-attribute physical damage to all enemies. Has a chance to instantly kill
The Soul of the Noble Thief	20	—	When you evade an enemy attack, all remaining Press Icons are consumed regardless of how many are left.

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Godslayer	—	Cannon, Fake, Mad	—	—	14	2	Deals extreme damage to one enemy with a dark-attribute physical attack. Has a high chance to instantly kill
Shadow Clone Ninja Art: Crimson Drizzle	—	Theft, Trade	—	—	20	2	Deals enormous slash-attribute physical damage to one enemy. Negates status, reflection, and power-up support effects
Phantom Tracer	—	Warrior, Thief, Faker	—	—	12	2	Deals immense slash-attribute physical damage to one enemy. Negate the enemy's buffs

ROYAL MASKED DANCER

Royal Masked Dancer

Modifier	Strength	Magi 6 En rance		Speed 6	Luck 3
	—		—		

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Pavilion
	—	—	—	—	Resist	Weak	—	—	—

Unlock condition	Junah's Supporter rank reaches 8 / Prince is unlocked
Master Bonus Magic +5	Required MAG 40000
Prerequisites	Persona Master (Rank 20) / Trickster (Rank20)

Characteristics of the Royal Masked Dancer

The Royal Masked Dancer's fighting style is no different from that of other masked dancers: equip masks (P.188) that are advantageous in dungeon battles and boss fights to change skills and affinities. The modified parameter "Speed" is high, and Juna is ha

After Izame, it is often your turn in the battle order. Decide whether to use a mask that supports battle to pass the attack on to the next ally, or to make the most of "Magic High Booster" and defeat the enemy with a mask that has powerful magic attacks.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	0	1	1	1	1
10	0	4	1	2	2

Rank	Strength	Magic	Endurance	Speed	Luck
15	1	5	3	3	2
20	2	7	3	4	3

Skills Learned

Name	Rank	MP	Effect
Blossom of Annihilation Flame	1	42	Deals heavy damage to all enemies with a Fire-element magic attack Nullifies any buffs currently applied
Dance of the Blazing Hellfire	1	26	Only once, inflict "Fire weakness" on all enemies, ignoring resistance
Frozen Azure Dance	1	26	Only once, inflict "Ice weakness" on all enemies, ignoring resistance
Magic High Booster	10		Magic skill attack power increases by 25%
Soul of the Noble Dancer	20	—	When defeating an enemy with a Fire, Ice, Lightning, Wind, Light, Dark, or Almighty magic attack, the Press icon does not decrease

Triggered Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Masquerade Charge	—	Cannon, Fake, Mad	—	—	26	2	Once during battle, the physical attribute attack damage of all allies increases greatly
Dance of Death	—	Thief, Way, Merchant	—	—	12	2	Has a high chance of inflicting instant death on all enemies

↑ The eye of "Masquerade Charge" The masked dancer with a mirror is a sight to behold.

↑ A mist assails all enemies. The pink death that appeared in "Dance of Death"

1 GAME SISTERS
2 PARTY&nFOLLOWER
3 STORYnGUIDE
4 FIELDnMAP
5 DATA FILE

<Character Analysis>

Archetype

ROYAL SUMMONER

Royal Summoner

Modifiers: Strength 4 Magic 4 Endurance 3 Agility 3 Luck 1

Attribute Affinity	Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	Weak	—	—	Resist

Unlock Condition: Yufa's Supporter Rank reaches 8 / Prince is unlocked

Master Bonus MP +30

Required MAG 40000

Prerequisites: Devil Summoner (Rank 20)/Soul Hacker (Rank 20)

Characteristics of the Royal Summoner

Unlike other summoners, the Royal Summoner does not require a medium and learns skills by rank, just like other archetypes. It has magical attack skills of all elements except Wind, and various additional effects accompany its magical attacks

It takes effect. Also, "Summon the Harvest God" becomes the pinnacle of healing skills, fully restoring all allies' HP and even reviving incapacitated allies at full HP. Furthermore, if Messiah inherits "Pentaptra," the party can get back on its feet as many times as needed.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	1	1	1	1	0
10	2	2	2	2	1
15	3	3	3	3	2
20	4	5	3	3	4

Skills Learned

Name	Rank	MP	Effect
Undead King Summon	1	25	Deals massive damage to one enemy with a dark-element magic attack Has a chance to instantly kill
Dragon God Summon	1	22	Deals massive damage to all enemies with a fire-attribute magical attack. Nullifies the enemy's buffs
Demon God Summoning	1	16	Deals moderate damage 2 to 4 times with a lightning-element magic attack to one enemy
Demon God Summoning	1	20	Deals immense Light-element magic damage to all enemies Has a chance to inflict Daze
Fairy Summoning · Revised	2	44	Deals heavy ice-element magic damage to all enemies Highly likely to inflict Frostbite
Summon the God of Harvest	6	80	Fully restores the HP of all allies Revives incapacitated allies with full HP
Dragon God Summoning: Revised	16	66	Deals enormous damage to all enemies with a fire magic attack Lowers the enemy's attack and defense for 3 turns
Soul of the Noble Summoner	20	—	When defeating an enemy with summoning magic, the Press icon does not decrease

Activated Synthesis

Name	Skills	Support 1	Support 2	Support 3	MP	Press	Effect
Demon King Summon	—	Thief, Way, Merchant	—	1	222	2	Deals super-heavy almighty-element magic damage to all enemies Has a chance to inflict Curse
Summon the God of Destruction	—	cavalry, implementation, army			20	2	Deals massive damage with a destruction-type magic attack to all enemies Lowers the enemy's attack and defense for 3 turns

ROYAL BERSERK

Royal Berserker

Modifier	Ka 8	Mag -	End 6	Agi 3	Luk 3

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	Resist	Resist	Resist	—	—	—	—	Weak	Weak

Unlock condition: Basilio's Supporter Rank reaches 8 / Prince is unlocked

Master Bonus: Strength +5

Required MAG 40000

Prerequisites: Destroyer (Rank 20) / Kensei (Rank 20)

Features of the Royal Berserk

Basilio, whose HP was already exceptionally high, gets his HP boosted further with "Vitality Vessel," but to increase his meager MP, the only option is to inherit skills. However, since the Kensei listed in the prerequisites has a skill that consumes HP, you can inherit Monk skills and attack enemies by leveraging his overflowing HP. It is also recommended to further bolster it with the Monk's "Vitality Spring." Since HP consumption becomes severe, a healer is essential in the party.

Parameters added upon rank up

Rank	Strength	Magic	Endurance	Speed	Luck
5	2	0	2	0	0
10	4	0	3	1	1
15	5	0	3	3	3
20	7	0	4	4	4

Skills Learned

Name	Rank	MP	Effect
Madness of Destruction	1	20	Deals heavy damage to one enemy with a Physical attack of the Strike type Inflicts "Slash-type weakness" only once.
Charge	1	15	Once per battle, greatly increases the physical attribute attack damage of the skill user
Thunder Break Axe	1	18	Deals medium physical lightning damage to one enemy Negate the enemy's buffs
Vitality Vessel	1	—	Increases maximum HP by 30%
Absolute Roar	3	60	For 3 turns, lowers the attack and defense of all enemies by 2 ranks
Thorough Destruction	10	442	Deals heavy Almighty damage to one enemy with a physical attack that ignores the enemy's resistances
Destruction High Booster	15	—	Elemental attack power increases by 30%
Soul of the Noble Berserker	20	—	When a physical attack lands a critical hit, Press Icons are not reduced

Triggered Synthesis

Name	Skill	Support	Support 2	Support 3	MP	Press	Effect
Deadly Eraser	—	Fighter, Merchant, Summon	—	—	22	2	Deals colossal Almighty physical damage to 1 enemy Nullifies status, reflection, and power-boosting auxiliary effects
War Cry Tackle	—	Scout, Knight, Military	—	1	28	2	Deals large damage to all enemies with a physical Strike-type attack that ignores the enemy's resistance Deals damage 1 to 3 times
Frenzied Slash	—	Battle, melee, frenzy	—	—	18	2	Special slash-attribute physical attack against one enemy, ignoring the enemy's resistance deals massive damage

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OFFICIAL PERF CT GUIDE
STORY
G ESCAPE

Mission Walkthroughs

From here on, I will explain the events and battles that occur from 06/02, when the special assignment begins, up until 10/26, the final showdown. Check the schedule and advance the battle to rescue the prince.

How to Read the Mission Walkthrough Pages

1 Title: The strategy period and its title independently set by this book. With some exceptions, it is basically divided according to each operation, which serves as a milestone in the story.

② Action policy: Introduces the outline of events that occur during this strategy period, as well as noteworthy elements. Also includes a recommended flowchart. If you are having trouble with the strategy steps, please refer to the flowchart and proceed. ③ Supporter events: Lists rank-up events that can occur during the period. Since the occurrence of events varies depending on your playthrough, please use this only as a rough guide. See below for the meanings of the abbreviations for the royal virtues required to trigger them.

[Abbreviations for royal virtues]

- Br..... Courage
- Speech...... Persuasiveness
- Sight...... Insight
- Imagination...... Imagination
- Embracing... Warmth

④ Pickup Events: Introduces in detail events that are important to the main story strategy, as well as events with deadlines or specific trigger conditions. Items with a date in the title indicate events that will definitely occur on that day. Items labeled “PICK UP” indicate events whose schedule changes depending on the player’s actions. It would be good to trigger them on a day when free actions are possible.

5 Boss Strategy: Defeat particularly tough bosses among battles that occur forcibly. The boss’s elemental affinities and abbreviations for status ailments are See below. Also, in the section on main skills, the skills that the boss uses frequently are highlighted and listed. The abbreviations in parentheses indicate attack attributes and any status ailments inflicted.

[Attribute Affinity]

- 一 · · · · · · · · Resistance
- Res · · · · · · Resistance. Damage dealt becomes lower than normal
- Weak · · · · · · Weak point. Damage dealt becomes higher, and Press Icon consumption is halved
- Null · · · · · · Null. No damage is dealt, and Press Icon consumption increases
- · · · · · · · Reflect. The attacking side takes damage, and Press A icon consumption increases
- Abs······Absorb. Absorbs attacks and restores HP. Press I con consumption increases

[Physical status ailments]

- 毒 · · · · · · Deadly poison
- Curse······Curse
- 痺······Paralysis
- Fire······Burn
- 病······病魔
- Ice······Frostbite

[Mental State Abnormalities]

- Dazed...... Dazed
- Sleep...... Sleep
- Charmed...... Charmed
- 激······激昂
- 忘...... Amnesia
- Anxiety...... Anxiety

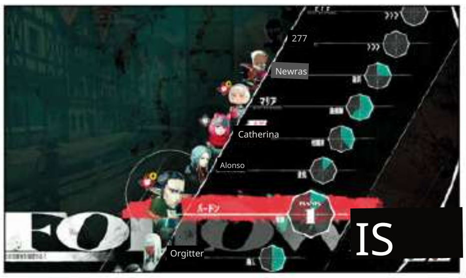
STORY GUIDE

How to spend free time that occurs during the operation period in this work

In this game, the story progresses as time passes. The main story is divided into 10 periods, as shown in the table on the right, and there is free time available between each of them during which you can act freely. What you should prioritize during free time is quests and Follower events. In particular, periods in which multiple events for the same Follower occur are a great opportunity to raise that Follower’s rank, so be careful not to miss them. Events for the same Follower do not occur consecutively; after one event occurs, the next event will occur after a one-day interval. For example, in a period where Follower A has two events and Follower B has one event, you can handle them efficiently by alternating them like Follower A, Follower B, Follower A. First, it would be a good idea to check which Followers have multiple events in the Follower event table on each strategy period page.

Mission Strategy Index

Period	Title	Reference
06/02-06/11	Special Assignment Execution Arc	P.204
06/12 06/21	Cathedral Strategy Arc	P.208
06/22-07/03	Hyzame Subjugation Arc	P.213
07/04-07/16	Criante Castle Infiltration Arc	P.216
07/17 08/13	Caladrius Infiltration Arc	P.220
08/14-09/06	Dragon God's Spear Retrieval Arc	P.225
09/07-09/12	Louis Assassination Plan Arc	P.229
09/13-09/24	Louis Final Battle Arc	P.231
09/25~10/25	Sky Giant Face Strategy Arc	P.234
10/26	Louis Final Battle Arc	P.238



Let's start with the one that is waiting. In that case, quests and the king's res Supporter events occur simultaneously

06/02/06/11

Special Assignment Execution Arc

In order to carry out the suddenly announced special order, the protagonist decides to join the national army in the capital. He heads out on a mission with Rol, a young man of the Clamell tribe whom he happens to meet.

STORY GUIDE

Use the appropriate archetypes for your actions

After passing through the Tradia Desert, first enlist in the national army at the Royal Army Recruiting Office in the capital, and for a while Eventually, you will be carrying out the national army's duties, so Operations such as fast battles and command battles It's a good idea to get used to the basics first. After the Nord Ruins Mine, Archetypes awaken, and Magician and Healer can be learned. Magicians, who can use attribute attacks such as fire, ice, and lightning, are extremely powerful, so you'll want to have every party member learn them. More's Follower event will occur if, after clearing the Nord Ruins Mine, you go via More's phantom that is there. A quest will also occur, so be sure to meet him.

Walkthrough Flow

- Tradia Desert (P.276)
- Capital Gran-Trad (P.278)
- Fort on the Northern Border (P.280)
- Nord Forest Road
- Nord Abandoned Mine (P.281)
- Regalis Cathedral (P.286)
- Underground Ossuary (P.284)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Nyulras	Maria	Catherina	Alonzo	Bardon	Bergitta	More
1-2 01		01	—	—	—	—	—	1	—	—	—	—	1
—	—	—	—	—	—	—	—	—	—	—	—	—	—

06/02 Tradia Desert~Capital Gran-Trad

The Tradia Desert is a map that can be said to be a tutorial for field movement. Move forward toward the points displayed on the map. Depending on the choices you make during the interview at the Capital's recruitment office when you enlist, the protagonist's initial stats will change, as shown in the table at the lower right. If you don't have any particular preference, it's best to choose answers that boost physical attack or magical attack. Also, for the points you can use after leveling up, it's recommended to keep allocating them to "Strength."

In the Tradia Desert, if you move to the edge of the screen, an event will be forced to occur. Be sure to pick up the "herbs" in the center.

Choices and Stat Changes

Choices	Strength	Magic	Endurance	速	Luck
I may look like this, but I have strength	7	3 3 5 5			5
I want to make use of my brain	3	7	5	5	50
I'm confident in my physical strength	5	5	7	3	5
I'm small, so I'm quick	5	5	3	7	5
I'm lucky, at least	4	4	4	4	9

06/05 Northern Border Fortress

Together with Strol, who has joined the party, you will take down the Ningen rampaging in the fortress. If you defeat the boss Homo・Gorleo, Grius will join you, and a rest event will occur at the mountain forest campsite. By the way, the shining "Golden Beetle" in the grass at the back is a valuable collectible item (p.051). If you miss the "Golden Beetle" here, you won't be able to obtain it again, so be sure to pick it up. Examine the campfire and select "Rest" to advance the story.

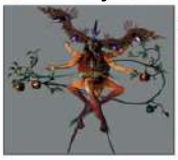
⬆ The basic strategy for enemies along the way is to stun them in Fast Battle before switching to Command Battle. Watch the enemy's actions and try to stun them with attacks from behind

BOSS Homo・Gorleo

If you destroy each part, you can greatly weaken Homo・Gorleo's attacks, so use the Wind skill "Sike" to target the wing and leg weak points. When it starts recovering HP with "Devour," the apples will become attackable. If you destroy the two apples and stop its recovery, you should be able to defeat it easily.

⬆ As the turns go by, Gallica will
It's best to rely on Gallica. There
is no downside, so destroying the
apples will be assisted. The downside

Enemy Data



LV. 3 Ningen Homo・Gorleo HP 350

	Slash	Pierce	Break	Fire	Ice	Lightning	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	-	—	—	—

Main Skills: Spinning Slash (Slash), Flapping Wings (Wind), Devouring (1), Blade-Chipped Spinning Slash (Slash), Disturbed Flapping Wings (Wind)

06/06 Nord Woodland Road

From here on, when attacking with Fast Battle, you will be able to lock on. Among the enemies that appear, watch out for the avian Korbo, which suddenly swoops down from the air. On the minimap, the enemy icon

Keep an eye on the sky as well as the displayed area, and prepare for the avian Korbo's ambush. If it launches an attack, evade it and get through it, then lock on immediately and follow up with consecutive attacks to make it easier to stun it.

BOSS Imperial Soldier x2

The Imperial Soldiers are waiting at the back of Nord Woodland Road. They will target the protagonist and attack with "Magic Fire" on their next turn. If the protagonist is targeted, focus on defense and let Stroll and Grias handle the offense. Formation changes become available, so move the protagonist to the rear line to prepare for "Slash Parry."

⬆ The protagonist should use defense and "Di"
Let it pass. Don't force yourself to
join the attack Use it to withstand the Imperial Soldier's fierce assault
There is no need to.

Enemy Data

LV. 4 Royal Army Soldiers HP 330

	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Fire Magic (Fire), Slash Sweep (Slash)

06/06 Nord Abandoned Mine

A battle with Sergeant Klingel occurs near the very back of the passage. If you win, your HP and MP will be fully restored, and in the materials storehouse You can shop and use Akademia. Along the way

The Gelatenos that appear are weak to fire, ice, and lightning attributes, and Sel Petia and Sand Worm Valmo are weak to ice, so the Magician shines.

Be careful, as it will get you into trouble. It consumes two Press turns, becomes nullified, and attacks. It is resistant to physical attacks. Its attribute is no The Gelatenos uses physical attacks

You can recover MP with it. Let's use it. The skill "Magic Recovery" lets the Magician launch attacks. Enemies that can be defeated in a fast battle, such as the wild dog Hand

BOSS Commander Kringel / Mage Soldier x2

Against Commander Kringel, start by taking down the Mage Soldier who uses "Magic Fortress." If you use "Slash" and "Syke," you should be able to defeat one enemy at a time in a single turn. When Commander Kringel's HP gets low, he will start using "Magic Flame," a fire attack that hits all allies, so fight while keeping an eye on the remaining HP.

Make sure the protagonist guards. So that they won't be subjected to consecutive attacks, when his HP gets low, exploit his weakness. Commander Kringel's HP

Enemy Data

LV. 5 people Commander Kringel — HP 530

	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	—	—	[illegible]	—

Main Skills: Magic Flame) Magic Flame (Fire)

LV. 4 Magic Soldier — HP 220

	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
Attribute Affinity	-	-	-	—	—	-	—	—	—

Main Skills Magic Iron Wall (-)

BOSS Homo・Furukiro

The enemy's all-party attack targeting the front row, "Incineration of Vanity," is powerful. A huge amount of damage is unavoidable, so place all allies in the back row to avoid the attack. Also, since Ice is its weakness, the Magician's "Blizz" is effective. In addition to "Incineration of Vanity," it will also use Fire-element attacks such as "Bot" and "Gabot," so have every party member learn Magician and keep using "Blizz" to bring it down quickly. The "Ice Chunk" you can buy from the traveling merchant Garinago is also effective.

↑ "Incineration of Vanity" is used on the next turn after its telegraphed move. You can change formations even during battle, so be sure to move to the back row.

Enemy Data

KLv.10 Ningen Homo・Furukiro — HP 2300

	Slash	Pierce	Blunt	Fire	Ice	Electric	Wind	Light	Dark
Attribute Affinity	Weak	- -	—	55 Toughness					—

Main Skill: Hyper (1), Incineration of Vanity (10,000), Vitalja Skill (1), Bot (Fire), Gabot (Fire)

BOSS Fire Dragon Mauna

A formidable foe that alternates between "Claw Swipe" and "Fireball." You can avoid the battle, but if you win, you can obtain the "Reverse Scale Greatsword," so it's definitely worth fighting. The recommended strategy is for the whole party to repeatedly cast "Blizz." It's also a good idea to use the "Powerful Dissolving Liquid" obtainable from the Gelatenos along the way. When its HP gets low, it will use the party-wide attack "Tail Sweep" in addition to "Claw Swipe." In the second half, prepare for "Tail Sweep" with a two-pronged approach of "Blizz" plus defense.

↑ The key is to exploit weaknesses to increase Press Icons. Use the healing item "Medicinal Salve" when it uses the single-target attack "Fireball."

Enemy Data

LV. 12 Dragon Fire Dragon Mauna — HP 3500

"Attribute Affinity	Slash, Pierce, Blunt Fire/Ice	雷	Wind, Light, Dark
	- | - | - | - | Z0 Repel	-	- | - | - | -

Main attacks: Scratch (Slash), Fireball (Fire), Tail sweep
Skills (1)

06/11 Legalis Cathedral ~ Underground Ossuary

You will be able to go to Akademeia from Moa's apparition on Sunshade Street. Be sure to stop by, as you can unlock and inherit skills there. Also remember to accept the quest from Moa and the "Hero's Incense" you can get from the cat (Plateau). When you arrive in front of Legalis Cathedral, you'll be forced into battle with 2 Skelet Swords and 3 Skelet Spears. The Healer's "Hama," which becomes available just before, is effective.

← In forced battles, events Let's guard from the back row. In preparation for a full assault, next turn will be in a de-status. The enemy Stroll's anxiety ba

← and the powerful "Kesa Giri" It can also use "Hamma," which can exploit weaknesses. Keret-type enemies appear in large numbers, even inside the Regalis Cathedral, S Take them down one by one.

BOSS Dead Graias

When you advance into the underground ossuary, the battle with Dead Graias begins. Use Hulkenberg, who has awakened as a Knight, to draw its attention with "Knight's Declaration," while the protagonist and Strohl deal damage. Since it is weak to the Light attribute, the Healer's "Hamma" is effective. By the way, the Knight is difficult to use because it has no offensive skills. Once it becomes possible to inherit attack skills from classes such as the Healer or Magician, it would be best to start using it in earnest.

↑ If you keep using "Knight's Declaration," then only the single-target attack "Phantom of Manipulation" won't be used, so you can fight safely.

Enemy Data

LV. 11 Undead Dead Graias — HP 1900

Attribute Affinity	斬	Pierce	Fire	Ice	雷	Wind	Light	Dark
	—	—	—	—	—	—	Weak	Resist

Main Skills: Phantom Dance (Slash), Phantom Play (Slash)

STORY GUIDE

06/12 06/21

Cathedral Conquest Chapter

To find out where Louis is, the party follows the undead user. Regalis Grand Cathedral had become a den of terrifying monsters controlled by the undead user.

STORY GUI OF

First let’s conquer Regalis Cathedral

The period during which the objective is to complete this time-limited operation, “Extermination Operation: Dead Man User.” From 06/12, you will be able to move freely, so first, the Regalis Grea Prioritize completing this operation at the cathedral.

Once this operation is complete, you will be free to do as you please until 06/21.

During that time, aim to complete Supporter events and any new requests. Also, because the area inside the Regalith Cathedral is very large and there are many battles with powerful enemies, it may be fine to tackle it over 2 to 3 days. If you stop by the Magla Hollow along the way, you can return once and still

resume your exploration from there.

Walkthrough Flow

Capital Gran-Trad (P.278)

Underground Ossuary (P.284)

Regalith Cathedral (P.286)

Capital Gran-Trad (P.278)

Belga Corridor (P.292)

Tradia Desert (P.276)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Nyulras	Maria	Catherina	Alonzo	Bardon	Bergitta	More
—	2-3	02	—	—	—	—	—	—	1	—	—	01~n1:2	2
—	—	—	—	—	—	—	—	—	—	—	—	貝	—

06/12 Capital Gran-Trad

On 06/12, the operation "Extermination of the Necromancer" will occur. At the same time, several requests will also become available. The requests you’ll want to handle before going to the Regalith Cathedral are "Deliver medicine to the heathen parent and child" and "Help out at the Whispering Inn." In addition to these, if you raise your Insight rank to 2 at the Observatory, you will be able to perform purification at the Fermius Church.

Let’s purify the “Greatsword of Reverse Scales” ahead of time. Your normal attacks will become fire-attribute with the “Blazing Dragon Greatsword,” making the Cathedral much easier to clear. Also, once your Insight rank reaches 2, you can accept Belgitta’s request, “Defeat the monster on the transport route.” However, the enemies that appear in the Berega Corridor on the transport route are quite powerful, so leave this request for later and first go to Lega

Before going to the Cathedral, it’s recommended to tackle the Lis Cathedral, using what you obtained in the Nord Abandoned Mine.

By day, raise your Wisdom at the lookout, and at night let’s complete it. The request is “Help out at the Whispering Inn.”

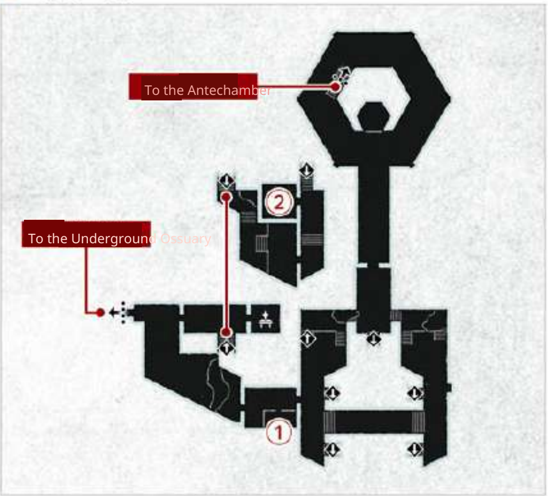
There are three “Goldens” hidden in the city. Refer to P.051 and get them all. Let’s make sure to pick them up.

PickUp Underground Ossuary ~ Regalis Cathedral Prayer Hall

Regalis Cathedral can be entered through the passage in the Underground Ossuary. The items in the Underground Ossuary cannot be collected at this stage, so move on first. In the early game, many enemies weak to fire or light attributes appear, so the Magician's "Bot" and the Healer's "Hamma" are effective. A Fighter equipped with the "Blazing Dragon Greatsword" can be useful with normal attacks alone.

Proceeding through the Underground Ossuary, you will encounter Cazerina, and the quest "Find the Locked-Up Friend" will begin. When you arrive at the Hall of Worship, obtain the "Hall of Worship Antechamber Key" at ① and rescue the hostage at ②. Completing the quest will make the Archetype Monk available for study. Head to Akademeia from the nearby Plateau phantom and learn it.

Hall of Worship



But if you defeat it, the "Swift Ankle- If you wake the private soldiers, it becomes a battle. Sleeping nearby "To" can be obtained.

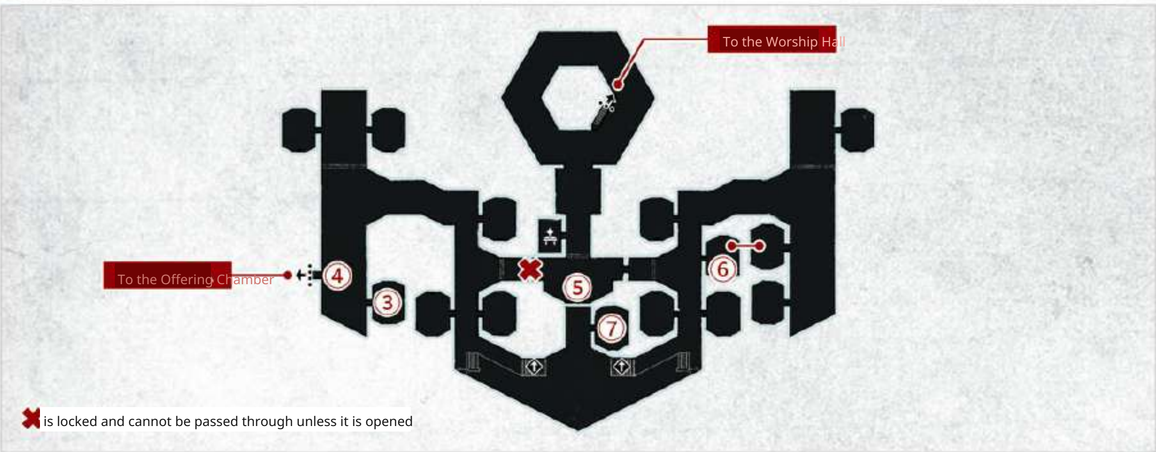
The awakened one's true identity is Louis It is weak to fire attributes. It attacks while accompanied by several beasts. All of them are army spear infantry. Terrifyin watchdog Hando 3

PICKUP Regalis Cathedral Antechamber

The plaza leading to the Offering Chamber. After obtaining the "Offering Chamber / Large Warehouse Key" from the dazed private soldier at ③, head to the Offering Chamber through the door at ④. To open the treasure chest at ⑤, you must obtain the "Antechamber / Guest Room Key" from ⑥ via the hidden passage, then get the "Antechamber / Treasure Chest Key" from the priest at ⑦. However, since a forced battle will occur in the room at ⑦ against Death Noble Morneat ×1, Death Soldier Morneat ×1, and Death Citizen Morneat ×3, be sure to prepare before entering.

The Death Noble Morneats are weak to fire and light attributes. If you repeatedly use the Synthesis skills "Gambotte" and "Mahanma" to exploit their weakness, you can defeat them easily.

Antechamber



PICKUP Regalis Cathedral Offering Chamber

The Offering Chamber is basically a straight path, so there's no danger of getting lost. Opening the door beyond the Mirage of the Plateau at the back triggers a forced battle. A fight awaits against the Royal Army Mage Captain, Skeleto Spearman Captain, Skeleto Swordsman Captain, Skeleto Archer Captain, and Cursed Bone Magireto. There are a great many enemies, and the Royal Army Mage Captain can use "Mage's Mighty Formation" and "Mage's Iron Wall Formation" to affect all enemies.

Except for Louis's army and magic troops, all are weak to Light, so it's easier with two healers. First, cast "Mahanma" twice in a row and reduce the number of enemies before fighting. However, when Louis's army or the magic commander is left alone, they will start using area-of-effect magic attacks. In particular, the Dark-type "Dark of the Magic Path" is a threat to healers weak to Dark. If possible, leave the high-HP Cursed Bone Magiret and defeat Louis's army's magic commander first. Another option is for the healer to guard and prepare for a counterattack.

To strengthen it, I want to avoid a protracted battle. Reducing the number of enemies on the first turn

is important.

⬅ Use repeated "Attack" to exploit weaknesses. It's best to do so. In battle, use "Bo" to challenge a fast battle with the cursor. The blue Elmenen along the way is a type that is easy to stun.

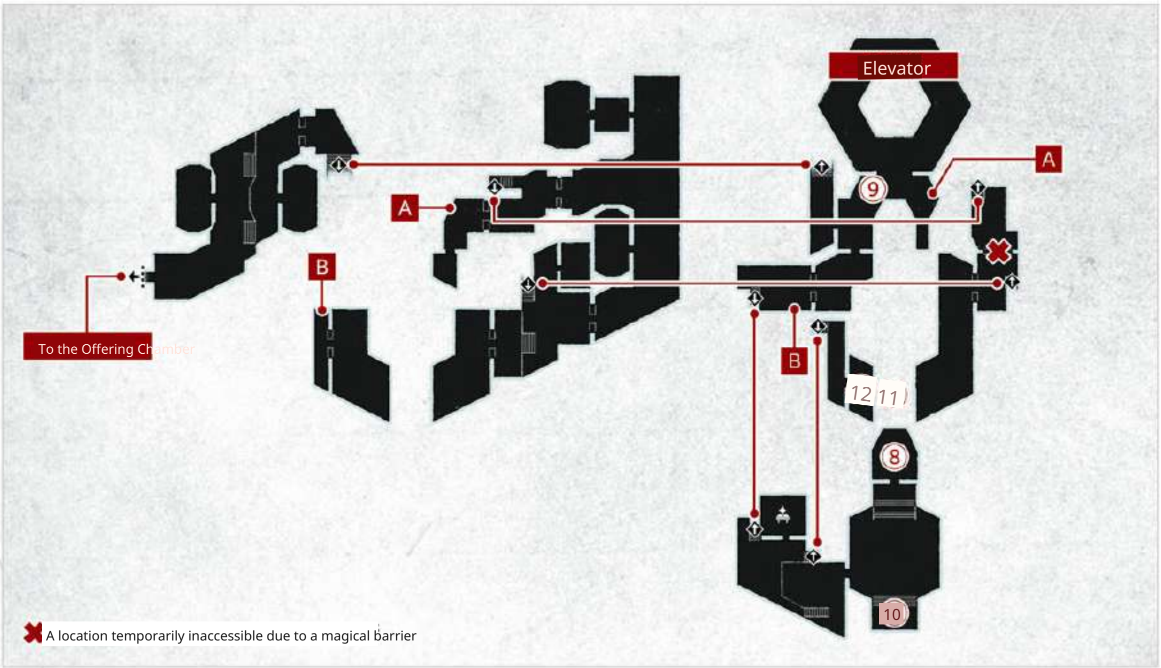
⬅ His "Mijin Slash" and Monk attacks do not work. The Fighter Louis's ⑨ army magic commander's attribute Deal damage with "Seiken Tsuki," for example. Deal damage with it.

PICKUP Regalis Cathedral Reception Hall

The path to the elevator is blocked by a magical barrier. First, climb the ladder from A to B and destroy the Magla crystal at ⑧, which is guarded by 5 Spects. Remove the magical barrier. A Phantom of Plateau will appear in front of the elevator at ⑨, so save in preparation for the boss battle. Also, if you use the "Sacred Seal Necklace" obtained at ⑤ at the altar at ⑩, the bronze statue's arm will lower, and you can travel along arm 1 to go get the "Dark-Banishment Robe" at 1.

⬆ The Spects guarding the Magla crystal are weak to Light. With two healers you can easily defeat them by using "Mahanma."

Reception Hall



BOSS Louis Army Mage Captain / Louis Army Sword Captain x2

If you try to ride the elevator, you will be forced into battle with the Louis Army Mage Captain and others. As with the battle in the Chamber of Offerings, when only one Louis Army Mage Captain remains, they will repeatedly unleash powerful all-target magic attacks. Leave one Louis Army Sword Captain alive, and prioritize defeating the Louis Army Mage Captain first.

↑With two Magicians, the Louis Army It is easier to defeat by targeting the leader. "Jin-giri" against the Louis Army Mage Sword Captain, and the Fighter's "mi

◎Enemy Data

LV.16 Human Louis Army Mage Captain HP 800

Attribute Affinity	Slash	Pierce	Smash	Fire	Ice	Thunder	Wind	Light	Dark
55			—	Endure	Endure	Endure	Endure	Endure	Endure

Main Skills: Magic Might Formation (I), Magic Iron Wall Formation (I), Magic Weakening Formation (I), Magic Transcendence (I), Magic Holy (Light), Magic Dark (Dark)

LV. 16 Human Louis Army · Sword Captain HP 500

Attribute Affinity	Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
	—	—		—	Weak	—	—	—	—

Main Skills: Round Sword (New) Magic Fire (Fire)

PICKUP Regalis Cathedral Royal Gallery ~ Cathedral Rooftop

When you arrive at the Royal Gallery, Zorba is blocking the way. "Let's turn back for now." "Maybe look for something to use as a shield..." → Select "It's Louis's painting" to break through and proceed. Along the way, strong enemies such as Homo Fulcilo are placed. They are strong enemies, but if you defeat them, you can aim for the drop of the "Fire-Repelling Straw Hat." Homo Fulcilo is weak to ice, and the navy-blue Homo Tenta that appears at the same time is weak to fire, so use Magician to hit each of their weaknesses.

↑By getting the first turn with stun, and on turn 1 holding back your attack so the stun does not recover, you can attack without opposition until turn 2.

-BOSS Zorba

Zorba attacks while summoning enslaved dead with “Corpse Manipulation.” Up to two can be summoned, but by continuing to defeat the enslaved dead, you can reduce the chance that the enemy will use powerful skills such as the paralysis-inflicting “Binding Curse.” Since the enslaved dead are weak to light and fire, the Seeker-Healer Synthesis “Ride on Blade” is effective. Also, if you defeat Zorba himself, you win the battle.

↑The Healer, whose weakness is exploited by the enslaved dead, should make full use of Defense. Sometimes use “Pass to Next” to conserve Press Icons and fight.

Enemy Data

Lv.19 Human Zorba HP 2500

Attribute Affinity	Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Res	Res	Res	Res		Endurance

Main: Corpse Manipulation (I), Frenzy Curse (Severe), Binding Curse Skill (paralysis), Mudoon (Dark), Candela (Lightning)

BOSS Homo Avades

Homo Avades has parts that are weak to Crushing and Fire属性, so make sure everyone is equipped with skills that can exploit at least one of those weaknesses. The recommended setup is to inherit "Bot" and "Seiken Tsuki" to the Fighter and Seeker, who have high physical attack power, and to form a Mage who has inherited "Medi." The basic tactic is to break its eggshell and throw it off balance, then use physical attacks

It deals a huge amount of damage. Once the eggshell is destroyed, an ambush enemy appears from inside the egg. 1 tur If you can't defeat him while he's down, he'll use a powerful area attack, "Ambush Charge." While Homo Avades is off balance, raise your attack power with "Tarukaja" and try to take him down in a single turn.

Once the egg shell has been broken, until it regenerates, the left hand and right hand can be attacked. If both hands are destroyed, "Sweeping Slash" and "Egg Shell Regeneration" will be disabled, so take it down all at once with "Bot" or "Gabot." What you especially need to watch out for is "Scream of the Soul," used when the main body's HP falls below 25%. It launches consecutive attacks using the four increased Press Icons. Before concentrating your attacks on the main body, be sure to destroy both hands. Also, since the main body loses its balance and cannot evade attacks, even the "low-accuracy" "Critical Strike" will always hit. If "Critical Strike" hits, it becomes a critical, and Press Icon consumption is halved, so make good use of it.

Enemy Data

Lv. 20 Ningen Homo Avades — HP 1920

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Resist	Resist	Resist	Resist	Resist	Resist

Main: Hamaon (Light), Mahama (Light), Dust of Oblivion Skill (forgotten), Soul's Scream (I)

Lv. 20 Ningen Egg Shell — HP 700

Attributes Affinity	Slash	Air	Smash	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	GG	—	—	—	—	—	—

Main Skills: —

Lv.20 Ningen Left hand/Right hand — HP 950

Attribute Affinity	Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
	—	-	-	55	—	—	—	-	—

Main Skills: Eggshell Regeneration (1), Sweeping Slash (Slash)

LV 201 Ningen Ambush — HP 600

Attribute Affinity	Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	闇
	—	-	—	—	—	—	-	—	—

Main Skills: Ambush Charge (10,000)

PickUp Capital Gran-Trad

After clearing the cathedral, you will be free until 06/21.

Complete quests and supporter events.

Use your free time to help out at Whispering Tei

Increase your Compassion to rank 2, and be sure to buy it on Supporter Day.

Let's spend the day together with the event. Also, the "Shadow Clone Hito-gata" sold at the magic shop is an item that lets you take two consecutive actions in battle. Special sale

Bergitta's events take place at night. It occurs several times. Compared to other Supporters, Let it trigger first.

It's recommended because it gets added. If you listen to the spirit's story twice, the Chronicle also gets 2 I also want to raise Imaginatio

06/22 07/03

Haisame Subjugation Chapter

The party has decided to participate in the "Kingship Tournament" as a means of getting close to Louis. They set out to subjugate Haisame, the serial kidnapper in Martira, who has a bounty on his head.

Let's make effective use of our limited action time

To participate in the first challenge of the "Kingship Tournament," the "Hero Appraisal," head out to subjugate Haisame. First, find Maria, who has gone missing in front of the Regalith Cathedral in the capital, and accept the "The Kidnapper in the Old Castle Town" quest at the Royal Army Recruitment Office. Once you arrive in Martira by armored tank, you will have free time until 07/01. Because the period is short, you will not be able to complete all of the events currently available. Put follower events on the back burner and prioritize the quests that occur in Goblin's Den and the Underground Ossuary to level up. Also, if you stop by Komero Village and trigger Newlas's follower event, you will be able to take the Gunner course. It would be a good idea to prioritize that as well.

Walkthrough Flow

Capital Gran-Trad (P.278)
↓
Prophecy Tree
↓
Martira, the town of the ancient castle (P.294)
↓
Komero Village (P.411)
↓
Goblin's Den (P.302)
↓
Underground Ossuary (P.284)
↓
White Night Desert
↓
Great Sandworm's Nest (P.298)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Neuras	Maria	Catherina	Alonzo	Bardon	Brigitta	More
—	4-	3-	—	—	—	—	1	—	02	—	—	0-7	3-
—	—	—	—	—	—	—	—	—	—	—	—	—	—

06/22 Capital Gran-Trad ~ Prophecy Tree

If you find Maria in front of Regalith Cathedral, accept the quest "The Kidnapping in the Castle Town" at the Royal Army Recruitment Office. When heading to Martira in the armored tank, a battle with Monk Commander Gido and others will occur on 06/26. Thanks to the king's magical protection, Gido of the monk corps cannot be directly increase Because you cannot deal damage, defeat the accompanying monk soldiers, magic soldiers, and spear soldiers to get through it. Also, at the Prophecy Tree you stop by along the way, your Insight will increase by 10 and you will obtain the "Prophecy Tree Picture." Deliver it to Maria when you get the chance.

There are various things you can do with the tank can do (P-069). Reading is the king's Qualities tend to increase easily.

In the battle with Gido, use pierce attacks against the Monk Tro use ice to exploit the weakness of the Mage Troops and Spear Tr Exploit the weakness with ice.

1 GAMEnSYSTEM
2 PARTY& FOLLOWER
3 L'STORYnGUIDE
4 FIELD MAP
5 DATA FILE
Story Walkthrough
Mission Walkthroughs

06/29 Martira, the Old Castle Town

After hearing Priest Joanna's story at Criante Castle, gather information about the Great Sandworm from the townspeople. The townspeople with a swirl icon above their heads will give you information. You have a three-day grace period before going to the Great Sandworm's nest. During that time, refer to the table on the right and complete quests and supporter events. Also, after the event on 06/29, teleportation magic will become available. Since you can move between major cities without spending days, you can also complete quests that occur in the Royal Capital.

Recommended Schedule

Date	Time	Content
06/29	Daytime	Stroll (4) / Request "Deliver the Messenger Pigeon Egg" + Head to Komero Village + Neuras (1)
06/29	Night	Moa (3) / Bergitta (4)
06/30	All day	Hulkenberg (3) / Request "The New King Who Leads the Goblins"
07/01	All day	Request: "Deliver a souvenir story to Maria" / Request: "Take back the family heirloom necklace" / Request: "Find the talismanic 'Skull'"

07/02 Great Sand Worm Nest ~ Inside the Great Sand Worm's Belly

Head to the Great Sand Worm Nest in the Armored Tank. A battle with Cazerina will occur on 07/02. Cazerina is weak to fire, so she can be easily defeated by repeatedly using the Magician's Gimmick, "Meteor Fall." It is recommended to make everyone Magicians during the day. During free time in the Armored Tank, it is recommended to read books or use conversation events with your companions to raise Persuasion and Insight.

After arriving at the Great Sand Worm Nest and finishing the Great Sand Worm Homo Butera battle, you will escape from inside the Great Sand Worm's body. Along the way, destroy the fleshy masses with attacks and proceed while opening the valves. If you cannot escape within 15 minutes through the foregut and 12 minutes through the hindgut, it will be game over, but be sure not to miss any items inside the body. Since many enemies are weak to lightning and ice, make use of the Magician's Gimmicks to advance.

↑ The sludge inside the body inflicts damage if you enter it, and it also slows your movement. Use consecutive dodges to move and aim to save time.

↑ In battle, it is good to start with a preemptive attack + "Gakande" to attack everyone, then finish off any enemies that are not defeated with normal attacks.

BOSS Great Sand Worm Homo Butera

A battle that begins as soon as you arrive at the Great Sand Worm Nest. There should be no problem if you attack with its weakness, ice, or with high-power skills. It is reassuring to have Medy in preparation for area attacks such as "Sweeping Strike." Since it excels at crushing attacks such as "Sweeping Strike" and "Bite, " you should leave the Healer out.

When the event of being swallowed inside is reduced to less than one quarter, the body Homo Butera's HP of the Great Sand Worm Occurs.

Enemy Data

LV.25 Ningen Great Sandworm Homo Butera HP 2000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	[illegible]	—	5	—	—	—	—

Main Skills: Sandstorm (Almighty), Bite (Strike), Sweep (Strike)

BOSS Homo Fios

An enemy that guards the terror crystal along the way. Defeat it, and you can go get the treasure chest containing the "Scor pion Bow," so be sure to take it down. Homo Fios uses "Fish Oil Dance" and "Mahasukunda" right after the battle begins. During these effects, attacks will hardly ever hit, so until the effect wears off, def

Use the "Capture Rope" obtained from the aquatic Shooper on the way to endure it. Also, if you completely nullify the effect of "Fish Oil Dance," it will immediately use "Fish Oil Dance" again. If you're going to lower evasion, keep it to two stages at most. Once the effect of "Maha Sukunda" wears off, counterattack with "Meteor Fall."

Enemy Data

55 V.251 Ningen Homo·Fios HP 777

"Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Weak	Resist	Resist	Resist	Resist	

Main skills: Fish Oil Dance (I), Mahan/Masukunda (I), Blizza
Skills (Ice)

BOSS Parasite Worm Valmo

The boss waiting near the exit. After summoning two Vampire Gelatenos, it launches an attack. Use "Gakande" to wipe out the adds while exploiting its weak point and press the offense. When its HP gets low,

it will further intensify its attacks by gaining two more press icons with "Cry of the Soul." Once its HP drops to about half, it can also be worth using "Tarakaja" so you can finish it in one turn before its attacks intensify. Enemy Data

LV.22 Mimicry Creature Parasite Worm Valmo HP 2200

Attribute. Affinity	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	Absorb	Weak	—	-	—

Main summons (1), Flame Fang (Fire/Flame), Soul Cry (1),
Skills: Energy Steal (1), Crunch (Break)

07/03 Great Sand Nest

After escaping from inside the Great Sand Worm, you will arrive at the nest entrance with your HP and MP fully restored. Head through the Great Sand Worm's nest toward Hizame's hideout. The Papilos that appear along the way have the Gunner's Ji

The synthesis technique "Momentary Barrage" is extremely effective. Proceed along the path and, after jumping over the cliff, you'll find Haisame waiting ahead. Before descending the cliff, organize your party and prepare for the battle with Haisame.

BOSS Hyzame

The strategy for the two Haisame battles is the same for both the first and second fight. When he uses "Clone Technique," attack the original to dispel the clones, then go on the offensive with powerful skills. Also, have the Knight positioned in the back row use "Knightly Announcement" every turn so they draw attacks, and your defense will be secure.

The Haisame with a shadow is the true body. If you attack the fake one too thoroughly, you'll take a counterattack, so attack while watching the shadow.

Enemy Data

LV.22 Human Haisame HP 2000

Attribute Affinity	斬	Strike	Break	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Skills: Clone Technique (1), Sand Throw (1), Dark Night Sword (Slash/Forget)

STORY GUIDEn07/04>0

Hyzame was not the culprit behind the series of abductions. Faced with the repeated unnatural circumstances, the party surmised that the culprit was inside the castle, and Furu

Criante Castle Infiltration Arc: They decide to infiltrate Criante from the door.

STORY GUIDE GOES

行動の Policy Let's progress through the main story before taking on events.

Find the perpetrator in the decayed waterway of Criante Castle and once you do, the operation "True: Kidnapper Capture Operation" will begin. There are 12 days until 07/16, but the bounty target except for the quest "The Man-Eating Worm Ravaging the Mine," Everything else can be left for later. Even if this operation is completed, you can act freely until 07/16, and many quests and support events will be unlocked, so it is more efficient to complete them all at once after this operation is done. First, head to the Old Well. If you buy "Eye for Quality Abacus" at the weapon shop on the 07/05 special sale day, it will come in handy in Criante Castle, where the Dealer shines.

Walkthrough Flow

- Old Castle Town Martira (P.294)
- Dead End of the Old Well (P.295)
- Criante Castle (P.299)
- Man-Eating Cave (P.303)
- Criante Castle (P.299)
- Abandoned Tomb (P.305)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Nyulras	Maria	Catherina	Alonzo	Bardon	Bergitta	More
3	~8 0·8		01~	—	—	—	02	2~	—	1:2 01想		—	4
—	—	—	●2: Explanation 2	—	—	—	—	●2: Cover 2	—	—	—	—	—

07/04 Old Castle Town Martira~Dead End of the Old Well

Take the captured Hyzame to Criante Castle, and after obtaining clues to the serial kidnappings, head from the dead end of the old well to the decayed waterway. If you proceed to the back, you will encounter Morris, who is carrying out the kidnappings. A forced battle against 3 prison guard dogs, Diabund, begins

So, fight together with Heisame, who has awakened as a Thief. When the operation "Operation: True Kidnapper Capture" occurs, accept "The Man-Eating Bugs Ravaging the Mine" at the Recruitment Office. First, head to the Man-Eating Cave, clear this quest, and strengthen your companions.

Diabound, the Hellguard Hound, is weak to fire and ice. It is also vulnerable to status ailments, so the Thief's "Dark Night Blade" and the Gunner's "Sleep Shot" are effective as well. It's best to disable its actions and take it down one by one.

Kimenza, who is in the Man-Eating Cave, is a formidable foe who can quickly counter even in a fast battle. If you're not good at dodging, stun it from a distance with a Gunner, then switch to an Archetype with powerful skills and take on the battle.

PickUp Criante Castle Ruined Waterway ~ Old Waterway

In the early stages, the Hellguard Hound, which is weak to fire and ice, and Kapzard, which is weak to lightning and dark, will appear, so having a Magician or Thief makes things easier. In the old waterway, avoid getting into the giant monster's line of sight and move forward while hiding in the depressions.

The monster will leave once you make it to the area near the exit. Items dropped along the way can still be picked up later after you slip past the monster, so one option is to dash for the exit first. If you end up in a battle, just run away.

You won't enter it. If you move into the hollow on the minimap, you'll enter the monster's field of view. Proceed carefully while watching closely.

I don't recommend it from an efficiency standpoint, but it is possible to defeat and drive it back. can. If you're going to challenge it, a Monk is the best choice.

PickUp Criante Castle Ancient Cistern

To proceed, you need to lower the water level by activating the six mechanisms in the map. First, move clockwise from the left side and activate the mechanisms in order. After that, return to the starting point and activate the mechanism on the right to lower the water level and move on.

Also, the Homo Casco that appear in the Ancient Cistern are weak to lightning and smash attributes. Be careful, as attacking with slash or pierce attributes will cause the attack to be reflected and you will take damage. Use the Monk's "Straight Punch" or the Magician's "Cande" to deal damage efficiently.

The right side should be moved using the device on the second floor. If you end up moving the first-floor device first, just operate it again to restore the platform.

Weaker enemies such as the Crimson Homo-Tenta are a valuable source of MP recovery. Attack with a Mage, and recover MP with the skill "Mana Recovery."

Column

Mirage imitics hidden in treasure chests

In places like the Decayed Waterway or the Old Waterway, Imitecs that disguise themselves as treasure chests are placed. They are tough enemies that you can't stun with a Fast Battle, but using the Dealer's "Gold Attack" can restrict their actions. They can also be stolen from for "Holy Water," so if possible, I'd like to use a Thief to steal rare items while defeating them by exploiting their light weakness.

The Seeker's "Ride on Blade" is effective. If you equip the "Shadow Clone Hitogata," you can repeatedly use it alone.

PICKUP Criante Castle Underground Hidden Passage ~ Prison of Sinners

As you proceed through the passage behind the old reservoir, the monster will come chasing after you again. If the monster catches up to you, it's game over, so move forward while dodging the wooden crates. In the underground hidden passage, Morris's trap will lock you in a cage, but Gallica will rescue you. After you get out of the cage, you will rescue your companions, and each time you save one, enemies will appear and battle will begin. The types of enemies differ depending on the companion, and it is recommended to rescue Heismay, Hulkenberg, and Strohl in that order.

⬆ If you're chased by a monster, keep running straight toward the front of the screen. Dodge the crates in this order: left, right, right, left.

⬆ The Kimenza that appears when rescuing Stroll has troublesome attacks that come from long range. Dodge while using the Gunner to stun it.

BOSS Homu Jalso

Normally it uses single-target attacks like "Bite," the party-wide damage + defense-lowering "Riot," and the panic-inflicting "Gaze." Then only on the turn after using "Take Aim," it uses the powerful party-wide attack "Innocent Leap." Once "Innocent Leap" has been used, the right eye and left eye become attackable. Destroying both eyes makes it unable to use "Gaze," and the attack after "Take Aim" becomes the single-target "Body Slam." Also, destroying both eyes lowers the hit rate of each attack, so prioritize destroying both eyes first.

The easiest strategy is to use two Gunners with "Momentary Rapid Fire" to keep dealing damage to the weak point in the eye and the main body. As long as the eyes remain, you can always hit a weakness, which makes consecutive attacks its main strength. In addition, once both eyes are destroyed, tactics such as having a Magic Knight inflict a weakness on the main body with "Magic Knight's Hammer," then striking that weakness, are also effective. Note that when the main body's HP gets low, "Scream of the Soul" adds four Press Icons, and if it drops below 15%, Joanna's "Mother's Love" restores 50% of its HP.

⬅ Prepare for the first "Innocent Leap" and, after using "Aim Carefully," the turn Defend in the back row.

⬅ can be stolen from the "Garlic-Scented Pouch" Gangafro in the Man-Eating Cave can nullify "Gaze."

Enemy Data

V.301 Ningen Homo Jarzo- HP 4880

Attribute [Affinity	Slash	Pierce	Break	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Skills: Gorge (??), Great Noise (??), Innocent Leap 踊 (Break), Body Slam (Break), Eye Regeneration (1), Soul σ Scream ( )

Lv.30 | Ningen Right Eye/Left Eye HP 1000

Attribute 相性	Slash/Thrust	Crush	Fire	Ice	Lightning	Wind	Light		Chamber
	耐	弱	· -	—	—	—	—	—	—

Main Skill: Gazing (Cast), Take Aim (Single), Closed Eyes (Single)

1 GAMEnSYSTEM
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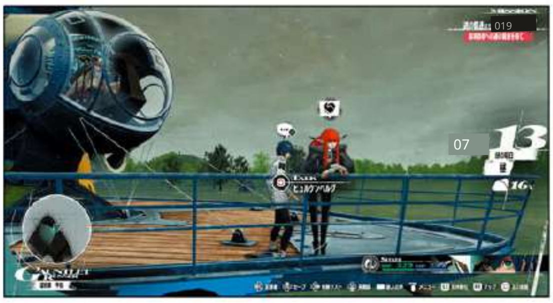
3 STORY GUIDE
4 FIELD MAP
5 DATA FILE
〈Story Walkthrough〉
Mission Walkthroughs

PickUp Martira, the Old Castle Town

After clearing the operation "True: Capture the Kidnapper Operation" at Criante Castle, you will have free time until 07/16, the day before departing Martira. Since many Supporter events will occur, try to proceed through them efficiently.

The events you should prioritize are Maria's Rank 4, which shortens the time needed for cooking on the Armored Tank; Nyuuras's Rank 2, which enables support fire during battles on the Armored Tank; and Alonzo's Rank 1 Supporter event, which unlocks the Faker archetype. Even if the campaign to clear Criante Castle takes time and leaves you with few free days to act, make sure to prioritize these events so you can unlock abilities and archetypes. Also, the Abandoned Tomb, where the quest "Deliver the Ring to Kukulus" takes you, will be sunny upon arrival, so it's recommended to depart on 07/13.

Also, be proactive in using the speech podium on Dan-Dan Store Street. On Fire, Water, and Iron days, candidates appear at the podium, and by engaging in dialogue, you can raise not only PersuasionSYSTEMGAME but also Imagination. At this stage, it's the action with the highest growth rate for Kingly Virtues, so participate whenever possible. Furthermore, if you choose the correct answer in the dialogue, you'll gain even more virtues, so please refer to the table below. Also, the ravine bravery trial in Plaza of the HighwaySTORY will always succeed on the first try if your Courage rank is 2 or higher. If you succeed, the growth rate for Courage increases, so give it a try at least once.MAP



Before going to the Abandoned Tomb, I want Hülkenberg's rank to be 4. An event at the Armored Tank will occur at rank 5.

You can also accept a quest from the refined woman at the tavern inn. It's easy to miss because it occurs in an indoor event, so don't forget about it.

After spending a day efficiently along with Supporter events, you can also participate at night. The question-and-answer at the podium you're ... Can be developed.

Answers at the podium

The person in the question-and-answer session	Correct answer
Rina	What should be done about discrimination and poverty?
Roger	Taxes are a means of helping one another
Loveless	You can't achieve equality through alcohol

Column

Let's learn the recommended Archetypes

During the strategy phase in Martira, a very large number of Archetypes become available to learn. Among them, Thief is recommended because it can learn "Mana Theft," one of the few MP recovery sources available at this point. If you repeatedly stun enemies in Fast Battle, steal MP with "Mana Theft," and then flee, you can easily restore MP. For allies who are central to offense I want them to learn it even if I have to use an "Hero's Fruit." Likewise, Wizard's "Blessing's Grace" is also excellent as an MP recovery source, so keep it in mind for learning. Also, Faker's "Jester's Prank" is a skill that randomly increases or decreases Press Icons. It is a powerful skill that can increase them by up to 4, so make sure at least one person learns it.

07/17 >08/13 Caradrius infiltration chapter drius."

After finally succeeding in contacting Louis, the group earns his recognition and joins his ranks. In order to find the cursed blueprint, they decide to infiltrate the flying tank "Kara

STORY GUIDE

Build up your action power before heading into Caladrius

The objective is to head to Brihaven with the armored tank and conquer Louis's flying tank, Caladrius. After this operation, "Caladrius Infiltration Operation" begins on 07/23, and you can act freely until 08/12, so conquer Caladrius before then.

What you'll want to do during this period is learn Assassin, which is good at dark-element attacks, and raise all of your attributes to rank 3 or higher. At present, the most efficient way to increase tolerance is to read "Things as They Were," which has been added to the armored tank's bookshelf. Even after finishing it, the effect remains, so read it when you have time. Also, the bug-loving old man on the pier in front of Brihaven's arena will turn "Golden Insect" into an item. If you've managed to collect it without missing it, you should even be able to receive the "Charm Against Evil Poison."

Walkthrough Flow

Armored Tank (P.274)
Town Reduced to Ruins
Marine City Brighthaven (P.307)
Inundo Village (P.411)
Great Waterfall of the Strange Idol
Tomb of Lamentation (P.314)
Tower of Evil Views (P.316)
Gracia Jungle (P.313)
Flying Tank Caladrius (P.309)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Neuras	Maria	Catherina	Alonzo	Bardon	Brigitta	More
4~5	~8 ~8		~8	—	—	—	~8	~8	A~4 A~	A~ ~Hanna:A			5
—	6:Thought 3	—	—	—	—	—	—	—	—	4:Wrap 3	5:Explanation 3	5:3 7: Valor 4	—

07/17 Armored Tank

From 07/17 to 07/19, you will be traveling on the armored tank. Be sure to finish reading "Things of Days Gone By," which has been added to the bookshelf. Also, for upcoming events By talking with your allies, raise Imagination to rank 3.

it would be a good idea to do so. Note that after the daytime action on 07/19, a battle with Cazerina will occur. Since she is weak to fire, use the Magician's "Meteor Fall" repeatedly to win easily.

On the armored tank, spend time reading and talking with you and raise your Wisdom as well. Use conversations to improve the qualities of a king.

You can steal the Monk's strongest weapon, "Iron Pierce," from Cazerina at this point you can.

PICKUP Marine City Brihaven

After arriving in Brihaven and meeting with Louis, free time begins on 07/23. You only need to take down Caladrius by 08/12, so in the meantime let's complete Supporter events and quests. The dungeons you can go to through quests are the Gracia Jungle, the Tomb of Lamentation, and the Tower of Evil Eyes, but if you challenge them one by one and return to town each time you clear one, you will waste days traveling back and forth. The departure dates on which you can challenge all three dungeons under favorable weather in a single trip are 07/23, 07/26, and 07/29.

The recommended choice is 07/29, after 07/27's "Mercy Day," when the whole town goes on sale. On "Mercy Day," buy up weapons, armor, and other essentials before setting out. Until then, it would be wise to focus on Supporter events and the speech-stand debates, which raise Persuasion and Imagination at the same time. The days of the week when candidates appear at the speech stand are metal, fire, water, and green. The arena will open after you clear Caladrius. Challenge it during your free time afterward.

⬆ On "Omekoboshi Day," every shop becomes a sale day. In addition to the limited-quantity weapons and armor, it would also be a good idea to buy expensive accessories at the magic shop, such as the "Shadow Doppelganger Hitogata" and the "Bodyguard's tenugui."

If you go through all the dungeons in a single route,
After clearing it, choose to camp.
Proceed along the left route, as shown in the photo. Dungeo

You can get it. Reading it increases
your insight. There is also a book called
"Magical Future" in the Fisherman's Inn plaza, Julia

Answers at the podium

The person in the question-and-answer session	Correct answer
Grodel	It's all borrowed from Louis.
Rudolf	Let's help one another across all races.
Milo	Beauty isn't determined by the surface alone.
Jin	Let's help without discrimination.

COLUMN

Let's steal the candidates' rare drops

If you win the battles against the armored tanks of the candidates you encounter while traveling, you can earn a large amount of experience points, and rare drops can also yield valuable

You can receive powerful equipment. By using "Steal" or the Trickster's "Prank," it is even more profitable to steal the rare drop before defeating them.

Roger

Weakness: Darkness
Rare Drop: Water Mirror Dagger

The Roger supporters and mage soldiers that appear at the same time are weak to piercing, and Roger supporters are weak to fire and ice, so it is easier if you have a Knight, Gunner, or Wizard. Use the Assassin's "Dark Night Sword Strike" on Roger to lower his accuracy and evasion, then take out the surrounding enemies first.

Catherina

Weakness: Fire
Rare Drop: Fighter's Straight Punch

Cazellina grows stronger every time you meet her, but her weakness to fire remains unchanged. You can defeat her easily by repeatedly using the Magician's "Meteor Fall" or the Wizard's "Botler." To be safe, defend after attacking.

Armored Tank Engineer Lina

Weakness: Ice
Rare Drop: Miracle Mace

Every turn, she boosts her attack power with "Mage Might" and unleashes area attacks with fire, lightning, and other elements. As long as it is not your weakness, the damage is not that threatening, so the Wizard is recommended. Deal damage with the ice-element skill "Blizzer."

PickUp Caladrius Troop Quarters

After hearing the private soldiers' talk in the troop quarters, move forward without being seen by the soldiers. The patrolling soldiers can be ambushed from behind and knocked out, and that's enough. However, if you approach them head-on, you will be drawn into battle, and if you can't defeat them within 3 turns, it will be game over.

collect it before moving on. You can't turn back until you've defeated all the guards. The items in the dungeon should be

BOSS Sergeant Zans

If you can't defeat him within 3 turns, it will be game ove r. Sergeant Zans has no weakness attribute, but he has th

e trait of being vulnerable to status ailment attacks. It's best to inflict poison or burn and deal damage every turn. Use th

e Commander's "Flame Strike" and the Gunner's "Poison Shot" to aim for status ailments. Also, if you make him Forget right after the battle starts with "Jester's Prank," Sergeant Zans will be unable to attack. Even if the Press icons disappear, restarting is not a problem.

Enemy Data

LLv.301 Human Sergeant Zans 4000

	Slash	Pierce	Strike	Fire	Ice	Lightning	風	Light	闇
Attribute Affinity	—	—	—	—	—	—	- -	- -	—

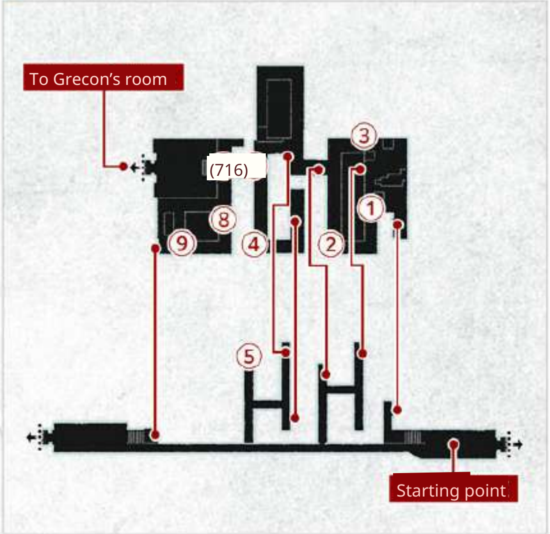
Main Skills: Round Sword (Slash), Great Heavy Strike (Blunt)

08/08 Caladrius Port Corridor / Starboard Corridor ~ First Bridge

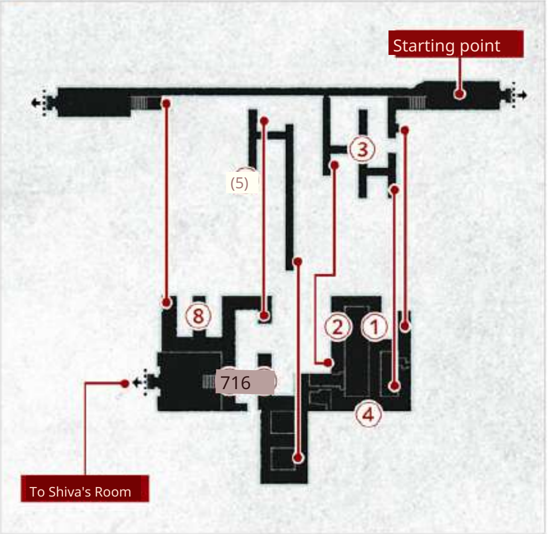
Proceed along the right-side corridor or the left-side corridor to obtain the key needed to advance. In either passage, you will need to stun the soldiers on guard to move forward. The procedure is the same: stun the soldiers in order from ① and then regroup with your ally at ⑤. If you finally stun the soldiers at ⑧ and ⑨, after taking care of the scattered ⑥ and ⑦, that will be OK. Since the soldiers are patrolling, check the direction of advance on the map and see that they are heading toward you

If that's the case, hide in the shadows and wait it out. By the way, if you clear one of the corridors and then turn back, you can also tackle the other corridor. Along the way, collect the items lying on the ground, and if you have the spare time, defeat Chief Mechanic Shiba and Sergeant Grecon, as defeating them will let you obtain various white masks. If you move while holding down the L2 button and using Fairy Sight, you can clear it with ease.

Port-side Corridor



Right corridor



BOSS Maintenance Chief Shiba

Maintenance Chief Shiba deploys a barrier that reflects physical attacks, “Magical Physical Reflection,” every turn. Fight while breaking the barrier with Seeker’s “Tetrabreak” or the item “Destruction Hammer.” Since Slash, Pierce, and Smash physical attributes are all weaknesses, he should be easy to defeat if you keep unleashing high-power skills.

First move on your turn

It would be good to adjust your setup before taking him on. So that you can use "Tetrabreak" by adjusting your Agility with your equipment.

Enemy Data

KLV.32 Human Maintenance Chief Shiba HP 3200

Attributes	Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Weak	Weak	Weak	-	—	—	—	—	—

Main Skills: Magical Physical Reflection (-)

BOSS Sergeant Grecon

Sergeant Grecon uses the “ear-splitting roar,” which causes a panic effect, and the Smash-attribute “Painful Strike,” but if you use “Knight’s Challenge,” he will only use normal attacks. This is your chance to attack. For the first turn’s “ear-splitting roar,” either block it with a “Garlic Scent Bag” or rewind it to nullify it.

With "Clown's Prank", pre

Let's raise it to increase the number of attacks. With "On," raise the critical rate and increase the number of hits, and "Rebel

Enemy Data

LV.32 Human Sergeant Grecon HP 2500

Attribute	Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Piercing roar (Blow), agonizing strike (Break)

BOSS Helmsman Cavio / Security Chief Salva

A boss fought in the bridge at the end of the starboard or port corridor. Helmsman Cavio is weak to lightning, and Security Chief Salva is weak to thrust, so Magic Knight, which can attack either weakness, is effective with "High Jump Thrust" and "Magic Knight's Hammer." Since they do not use particularly threatening attacks, fight by targeting their weaknesses while keeping an eye on your remaining HP.

If you're a Magic Knight, Jinte-

せ

can strike both weaknesses.

Enemy Data

Lv.34 Human Helmsman Cavio HP 2600

Attribute	Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	耐	—	—	—	—	Weak	—	—	—

Main Skills: Slashing (Slash)

LV.34 Human Guard Captain Salva HP 2600

Attribute	Slash	Pierce	Blunt	Fire	Ice	Thunder	Wind	Light	Dark
Affinity	—	55	—	—	—	無	—	—	—

Main Skills: Magic Omnipotence (Ten Thousand)

PICKUP Ocean City Bleyhaven ~ Caladrius

If you infiltrate Caladrius and clear this operation, "Caladrius Infiltration Operation," you can act freely until 08/12. You will also be able to participate in the arena, so if time allows, it may be worth challenging it as much as you can.

Yes. Also, at this stage, it would be a good idea to finish any quests or supporter events you have left undone, or raise your King's Virtues. After the 08/13 event, the battle with Glodell begins.

↑ You can also increase Courage. And, in addition to obtaining valuable rewards, by winning battles in the arena

↑ Let's jump. In the scene where you move across the platform with light indicated by arrows,

BOSS Grodel/Hecto

Fight only with Junah, who has become a Masked Dancer through the Awakener, and the protagonist. Grodel prioritizes supporting his beloved dog Hecto, so use the Masked Dancer's "Cyclo" to target Hecto's weakness and take him down first. Grodel is weak to Light, so it's easier if the protagonist is a Healer.

↑ that's also one option. will end. Ignoring Hecto Even if you don't defeat Hecto, the battle If you defeat Grodel first,

Enemy Data

LV.38 Grodel — HP 2540

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	Weak	—

Main Skills: Magecraft Iron Wall (I), Magecraft Mighty Strength (I), Magecraft Salvation (-), Magecraft Glacier (Ice), Great Slash (Slash), Magecraft Violet Thunder (Lightning)

V.381 Beast Hecto — HP 2120

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	55	—	—

Main Skills: Rend (Slash), Mighty Claw (Slash), Grand Blow (Crush)

COLUMN

How to make use of equipment with party-wide support effects

The "Wisdom General's War Fan" obtainable in the Tower of Wicked Sight, and the "Moment's Dagger" obtainable in the Cave of Lamentation, gain an effect when purified that raises all allies' Defense and Accuracy at the start of battle. These effects last for 3 turns, making them an excellent match with Wizard's "Blessing's Favor." They can eliminate most MP shortages in dungeons, so keep that in mind.

↑ Stun them in a fast battle, then just repeat sending them next to recover MP. If you run away on the second turn, you can repeat this.

08/14/09/06

Dragon God's Spear Recovery Chapter

Securing the sacred relic ordered by Louis. The party heads to Birga Island, where the Muttauli tribe reveres the "Dragon God's Spear" as a sacred deity, in order to obtain it.

STORY GUIDE

Let's obtain the Dragon God's Spear as a course of action

The goal is to obtain the Dragon God's Spear on Birga Island. The攻略期限 is until 09/05, giving you 17 days of leeway, but the Dragon Palace Temple where the Dragon God's Spear is located is extremely vast. Keep in mind the possibility of returning midway, and act on a schedule with plenty of time to spare. Also, use your free time to aim to raise all of the king's qualities to Rank 4.

Also, on 08/16 after the battle with the Great Sea Beast Homo-Sabara, and on 09/06 before departure, special conversation events occur. You can receive accessories or weapons from one of your companions. The items you can receive are summarized in the table below, so enjoy talking with whichever companion you like.

The equipment you get from special conversation events has different names, but all have the same effect. They are accessories that raise all stats by +5.

Walkthrough Flow

Armored Tank (P.274)
↓
Towering seawall
↓
Biruga Island (P.319)
↓
Sign of the Circle (P.330)
↓
Dragon Palace Temple (P.320)
↓
City of the Dragon Festival (P.322)
↓
A vividly colored sea
↓
Place of Rituals (P.326)
↓
Riguno Village (P.411)
↓
Bandits' Hideout (P.328)
↓
Sirento Village (P.411)
↓
Cave of the Plant Circuit
↓
Tower of Blind Faith (P.332)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Neuras	Maria	Catherina	Alonzo	Bardon	Brigitta	More
9	~8 ~8	~8 1~			1~	—	4-5 ~8		—	~8	~7	~7	—
—	—	7:4 Thought 45:Thought 4		—	—	—	—	7:Wrapped 4	—	—	—	—	—

Accessory received from a companion on 08/16

Name	Accessory you can receive
Gallica	Rainbow Scales
Strohl	Raden bracelet
Hulkenberg	Unicorn Whale Horn
Heismay	Falco's Ankle Ring
Junah	Pearl Stacked Ring
Basilio	White Sand Rose
Fidelio	Wooden Whistle

Weapon received from a companion on 09/06

Name	Weapons you can obtain
Gallica	Whale-bone Staff (for Mages only)
Strohl	Greatsword of the Fallen Pirates (for Warriors only)
Hulkenberg	Driftwood Spear (for Knights only)
Heismay	Soundless (for Thieves only)
Junah	Trendy Fan (for Masked Dancers only)
Eupha	Shrine Maiden Dance Staff (for Summoners only)
Neuras	Prototype Bow No. 2 (for Gunners only)

08/14 Armored Tank

Head for Virga Island from Brilehaven by armored tank. It will be a 3-night, 4-day journey, and fishing, cooking, and books will be added to the armored tank, while special experiments are unlocked at the Akademia. Also, when night falls on 08/15, An event occurs. When you head to the deck, it turns into a battle against the Great Sea Beast Homo・Sabara. If you win the battle, an event occurs where you can have a special conversation with your companions, and you receive an accessory from one of the companions you chose.

BOSS Great Sea Beast Homo-Sabara

The power of the enemy's all-target attack, which it unleashes using its legs, decreases the more legs you destroy. Focus your attacks on the legs with the Slash-type Swordmaster skill "Space Severing Arts." The destroyed legs will regenerate after 3 turns, but If you destroy them all, the regeneration time is shortened to 2 turns. You can also leave one standing on purpose and destroy them all later in the second half.

↑They revive, so defeat them quickly. If you destroy all the legs, though, you can aim for massive Lightning damage in 2 turns. If you destroy all the legs, it will.

Enemy Data

Lv.391 Ningen Great Sea Beast Homo・Sabara — HP 8000

	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	Weak	—	—	—

Main Skills: Smash (Crush), Barrage (Crush), Torrential Breath (Ice), Ink Spit (Disease), Leg Regeneration (One), Soul-[illegible] (One)

KLV.39 Ningen Leg — HP 1500

	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	—	—	—	—

Main Skills: —

08/18 Virga Island ~ Dragon Palace Temple Corridor

When you first visit, a giant tree blocks the entrance to the Dragon Palace Temple, so you cannot proceed. Return to Biruga Island once, complete the quest "Find the Materials for the Withering Medicine," and obtain the medicine before coming back. Then a battle with the Great Tree Arendt will begin. Defeating it lets you go inside. can be entered. Among the enemies that appear in the Corridor of the Dragon Palace Temple, the one to watch out for in particular is Manjura. With が3500 HP, it is tough, and its only weaknesses are Strike and Ice attributes, making it a formidable foe. If you reach level 38 or higher, you can Fast You can defeat it in battle, so you can proceed from there.

BOSS Great Giant Tree Arent

With "Pollen Attack," it lowers the entire party's accuracy and evasion. If you are hit by "Pollen Attack," fight while clearing the debuff each time with "Dekunda." Also, it is weak to Fire and can be burned, so the Commander's "Fiery Strike" and the Masked Dancer's "Infernal Vortex" are effective.

↓In addition to "Pollen Attack," Wind attribute Use it. An Archetype weak to Wind attacks and the area attack "Gale Cyclone" as well Let's refrain from typing.

Enemy Data

Lv.40 Plant Great Tree Arent — HP 4000

	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
Attributes Affinity	—	—	—	Weak	Resistant	Resistant	Resistant	Resistant	Resistant

Main Skills: Soul Cry (1), Ridine (1), Concentration Skills (1), Pollen Attack (10000), Gacyclon (Wind)

PICKUP Dragon Palace Temple: Path of Confusion

The Path of Confusion has traps that send you back to the entrance if you do not take the correct route. If your field of view starts turning black with fog, that is proof you have taken the wrong path, so turn back immediately. Also, the correct route is the passage where, when you use Fairy Eyes, the flame in the candelabra next to the stairs does not go out, so make use of that as well.

On the ceiling, there are signs pointing to the correct path. It would be best to proceed from there. When that happens, look up at the ceiling; there are markers that indicate the way. If you feel like you might get lost

PICKUP City of Tatsu-Shukuno

After passing through the Dragon Palace Temple, you will arrive at the City of Tatsu-Shukuno. The types of enemies change drastically, and there will be many enemies weak to pierce, wind, and fire attributes, so Magic Knight and Masked Dancer are recommended. However, since there is a treasure mimic disguised as a treasure chest, change your Archetype when opening chests. Also, in preparation for Rock Manjura, Homo Physic, Homo Sturm, and others that appear later, Archetypes that are good at crush-attribute attacks are also a good option.

There are places where you need to operate an elevator to move forward, but the room with the elevator switch is filled with Ningen phantoms. Leave collecting the items for later and head to the mechanism using the moving elevator. The phantom's true body, Homo Fraymo, is in the steel room where people gathered and walked. It moves quickly, so close the three doors to corner it, then challenge it to battle. Defeating it will make the phantom disappear, allowing you to proceed.

The phantom Homo Orelon moves in accordance with your movements. Its movement range is limited to the area around the red grass, so check the floor to confirm it.

There may also be a golden Homo Tenta hidden in the map; if you defeat it, you can obtain a large amount of Reeve. The Almighty attribute "Megdora" is effective.

BOSS Homo Freimo

An enemy whose whole-party attack "Raging Edge" is troublesome. Use "Maha Rakukaja" repeatedly to bolster your defenses, and deal damage with its weakness, lightning. If you make the "Military Strategist's Mask" in the special experiment at the Akademia, the Masked Dancer will also be able to use "Maha Rakukaja," so it is recommended. Also, when its remaining HP gets low, it will strengthen its abilities with "Battle Breath," so if you have "Dekaja," the latter half of the fight will become easier. Be sure to prepare against Forgetfulness as well.

In preparation for "Raging Edge," remove any Archetypes that are weak to slashing. When you are not attacking, standing in the back row can reduce damage.

Enemy Data

Lv.451 Ningen Homo Freimo HP3500

Attribute	Slash	Strike	Bash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	—	—	Weak	-	—	—

Main Skill: Raging Edge (Slash), Brain Drop (Bash・Forget), Fierce Charge (Strike), Battle Breath (All)

BOSS Homo Marugo / Evil Dragon Eto

A battle in which Eupha participates. First, take down Homo Marugo by using wind-element attacks, its weakness. Eupha should always use "Summon Griffin." Also, a Masked Dancer equipped with the "Mask of the Magic Seeker" can use "Cyclone," so it is recommended. Prepare for "Curse Incantation" by taking countermeasures against curses as well. When Homo Marugo's HP gets low, it absorbs HP from Evil Dragon Eto with "Life of Plunder." Furthermore, When Zeta Dragon Eto's HP gets low, restore Zeta Dragon Eto's HP with "Boundless Anxiety." The best strategy is to deliberately make it use "Life of Plunder" while also whittling down Zeta Dragon Eto's HP during the fight. Also, since it uses a lot of all-target attacks, it's a good idea to always keep your defense up with "Maha Rakukaja." If you defeat Homo Margot, Zeta Dragon Eto will slow down, so take it down with high-power skills during that window.

Enemy Data

LV.50 Ningen Homo Marugo — HP 6000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
	Resist	Resist	Resist	—	—	—	弱	—	無

Main Skill: Curse Word (Curse), Dekunda (-), Plundering HP (one), Bottomless Anxiety (-)

LV.50 Dragon Evil Dragon Eto — HP 7000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Gate
	—	—	—	—	—	—	' '	Resist	Resist

Main Skill: Megido (all), Dragon God's Breath (Dark), Poison Claw (Slash・Poison), Tail Sweep (Strike), Roar (one)

BOSS Homo Margo

After returning from the City of Shengzhu, the battle on Virga Island continues straight into a string of consecutive fights, and Homo Margo changes his resistances every two turns. You can tell how his resistances have changed by the aura surrounding his body. In order, blue means Fire, red means Ice, green means Thunder, purple means Wind, and white means only physical attacks can deal damage; everything else is blocked. While watching the color of the aura, deal damage with the appropriate attribute. Note that all-purpose attributes such as "Megido" and "Megdora" that the strategist can use can deal damage in any state, so the fight is easy. Also, if you use ability-up skills such as "Tarkaja," it will prioritize using "Dekaja." It is also an option to provoke "Dekunda" and fight that way.

Enemy Data

V.50 Ningen Homo Margo — HP 6000

Attribute Affinity	Slash	pierce	break	Fire	ice	thunder	wind	Light	Palace
	—	—	'	—	—	—	—	—	—

Main Skills: Prayer of Transfiguration (1), Dekaja (1), Crawling Out Malevolent Techniques (万), Sneaking Venomous Hand (万・毒), Disturbing Inviting Hand (万・不)

08/21 Bilga Island, Dragon God's City Etria

By clearing this operation, "Repel the Threat on Bilga Island," you will have free time until noon on 09/05. Make sure to take care of any remaining quests and supporter events. The Rite Grounds and the Tower of Blind Faith are areas that are always in bad weather. Talk to Edin and have him make the weather clear up for the next three days. Also, an altar has been added to the armored tank, so you can now cook Eupha's specialty dishes. On the final day, buy items and get your equipment in order.

↑ Edin's climate change is free the first time. From the second time on, you'll need the "All-Purpose Golden Pot" or "20 Trottoros." Make them in the armored tank's kitchen.

09/07/09/12

Louis Assassination Plan Arc

The group heading to Altabury entrusts Louis with a fake "Dragon God's Spear." Behind the scenes, they infiltrate the opera house to carry out an assassination plan using the real spear.

STORY GUIDE

Plan Louis's assassination in Altabury

The goal is to travel by armored tank to Altabury and carry out Louis's assassination. While traveling in the armored tank, in addition to talking with Eupha, you can also read the newly added book "How to Walk Outside the Island." Since this raises the qualities of a king more easily than events with other companions, be sure to prioritize it. After infiltrating the Montario Festival Opera House on 09/10, the protagonist and Eupha will fight as a duo for a while, followed immediately by a battle with Louis. There are no save points along the way, so get your equipment and Archetypes in order before progressing the event.

Walkthrough Flow

- Armored Tank (P.274)
- Colerodio Cliffs
- Vast Graveyard
- Mountain City Altabury (P.335)
- Montario Festival Opera House (P.338)
- Ruins of the Royal Magic Academy

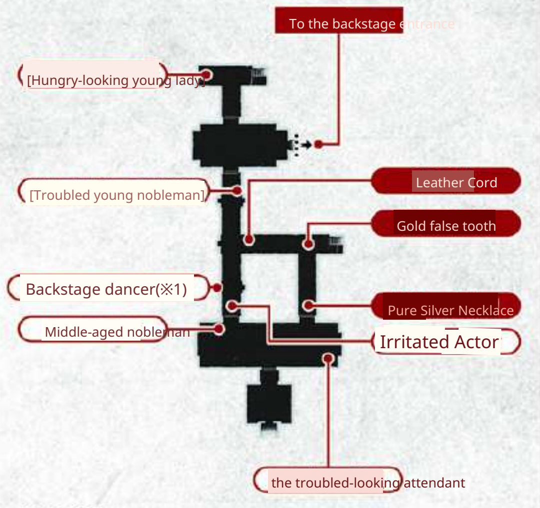
Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Neuras	Maria	Catherina	Alonzo	Bardon	Brigitta	More
—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—	—	—

09/10 Montario Festival Opera House

Infiltrate the Montario Festival Opera House from the plaza in front of the opera house in Altaberry. In the dressing room corridor, after the event that occurs near the door to the backstage entrance, you can obtain items through barter. If you want to move ahead quickly, it's fine to give the "gold false tooth" to the middle-aged nobleman and get the "key to the backstage entrance." Also, if you talk to the worried attendant, then the hungry-looking young lady, then the troubled young nobleman in that order, you can get the "Banner of the Pathfinder" in exchange for the "Leather Cord," and if you talk to the irritable actor, the dancer in the dressing room, then the irritable actor in that order, you can receive the "Hero's Lightleaf" for the "pure silver necklace." The enemies that appear along the route beyond the canopy passage are weak to fire, so the Summoner's "Summon Golem" is effective. Only the Priest Corps and Mage Corps are weak to crush, so it's a good idea to target their weakness with "Skull Drop" while aiming to cause Forgetfulness.

Dressing Room Corridor



※Inside Door

BOSS Louis Guiabern

A boss that appears with HP at half due to the damage from the "Spear of the Dragon God." Louis uses "Cry of the Soul" to increase his Presses before attacking. He generally targets the protagonist first, so it is easy to fight if you keep the protagonist in the back row and have them guard at all times. Also, Louis himself has no particular weakness, so lower Louis's stats with "Rakunda" or "Sukunda"

Lowering them, or it's good to fight while inflicting weaknesses with skills that grant weakness attributes.

Louis only uses slash-type attacks. To avoid having his weakness exploited, slash
As long as you take measures against attacks, there shouldn't be anything particularly difficult.

◎Enemy Data

LLv.551 Human Louis Guiabern (*1) HP 14000

Attribute Affinity	Slash, Pierce, Crush, Fire, Ice, ..., Wind, Light, Dark	Main Skill	Soul Cry (1), King's Slash (Slash)
	— — — — — — — — —		

09/11 Mountain City Altaberry ~ Royal Magic Academy Ruins

After defeating Louis and spending the night, head to the Royal Magic Academy ruins. A boss battle begins immediately upon arrival, so make sure to prepare thoroughly by 09/11. Also, you will obtain the "Dragon God's Spear," which can be equipped right before the battle, and Basilio will join your party. It is recommended to form a party including Basilio in preparation for the boss fight.

In preparation for the battle against Sogne of Ice, miscellaneous goods It would be good to buy it in advance. The "reset" ticket and "Atatakairo" are sold at the general store.

BOSS Sogne of Ice

A battle where Rera deploys a barrier with "Crystal Wall" that nullifies attribute attacks such as fire. Rera, once Sogne of Ice's HP is reduced to 0, fully restores Sogne of Ice's HP with "Complete Magic Transfer," and then stops acting. In the first half, it is unaffected by the barrier, physical attac

Damage with skills that can inflict the weakness of Strike, etc.

Let's assign it. Both the Slash-type "Tail Sweep" and the Ice-type + Frostbite-inflicting "Ice Blossom Breath" are all-target attacks, so you'll want to equip gear and skills that increase evasion against Slash and Ice. Raise your defense with things like "Sheltering Formation" and fight from the back row, and use "Roar"

if it is used, negate it with a "Reset Card." and.

Equip Basilio with "Shadow Clone Effigy". In the front row, "Madness Break" + "Charge" in the back row is powerful.

In the latter half, you can exploit its weakness with Fire-element attacks It's also an option to target its weakness. Swap to a Wizard, etc.

Enemy Data

LV.52 Dragon Sogne of Ice HP 7000

Attribute Affinity	Slash	Piercing	Blunt	Fire	Ice	Electric	Wind	Light	Dark	Main Skill
	—	—	- -	55	—	—	- -	—	—	Roar (1), Tail Sweep (Blunt), Ice Blossom Breath (Ice/Freeze), Ice Claw (Ice/Freeze), Reverse Scales (-), Crystal Wall (-), Magic Full... (-), Rakukaja (1), Dekunda (1), Holy Light (Light)

*1: Max HP is 14000, but at the start of the battle it is reduced to 7000.

09/13 > 09/24

Louis Final Battle Arc

The group, having failed to assassinate Louis, receives a direct declaration of war from him for a one-on-one duel. The protagonist begins gathering information in preparation for the decisive battle in the royal capital that lies ahead.

STORY GUIDE

Prepare for the decisive battle with Louis

On 09/13, the operation "Prepare for the decisive battle with Louis" begins, and free action continues until 09/22. There are only about 10 days until the day of the decisive battle, but it is best to clear at least the quests available in Altaberry. Use the remaining time to complete Follower events and raise Royal Virtues.

Also, after Eupha's Rank 6 event, a quest will occur and you will be able to go to Mt. Vulkano. However, since you will also be going to Mt. Vulkano for the upcoming "Seek the Legendary Weapon" quest, it is better not to tackle it at this point. Also, many Follower events will occur, but the ones you should prioritize are Catherina and Alonzo's Follower Rank 7. Since support attacks will trigger in dungeons around Altaberry, and powerful equipment such as the "Guide to the Rational Mind" will be sold at the magic shop, battles become much easier all at once.

Walkthrough Flow

- Mountain City Altaberry (P.335)
- Love-less Armored Tank
- Marva Village (P.412)
- Rudolf's Armored Tank
- The Intersection of Autumn and Winter
- Everfrost Forest (P.340)
- Withered Heritage
- Arrogance Tower (P.341)
- Milo's Armored Tank
- Capital Gran-Trad (P.278)
- Elda's Ancient Fairyland (P.347)

Supporter Rank-Up Event

Gallica	Strohl	Hulkenberg	Heismay	Junah	Eupha	Basilio	Neuras	Maria	Catherina	Alonzo	Bardon	Brigitta	More
07-8 ~8	~8		~8 ~8	~8 1~5			6	~8 5~		~8 ~7	0~7 6-7		
—	—	—	—	—	6: Explanation 4	—	—	—	6: Cover 5	07: Courage 5	—	—	—

09/13 Mountain City Altaberry

Starting 09/13, three quests will become available in Altaberry. Also, at the podium, Julia N takes the stage. Since it appears on Fire, Green, and Iron days, let's try taking on the Q&A. For clearing the surrounding dungeons, it's recommended to depart on 09/13, 15, 18, when the weather turns sunny, 19, or 22.

If you win, the trophy "Power Q&A with all candidates it is. What Answer comes before it also matters" is The Q&A with Julian is "Eye Full Debater" is unlocked.

On the armored tank, Basilio's support er event occurs. Books and the recipes have increased. Going forward for the sake of "Fluffy Honey Confection let's make the "child."

PICKUP Loveless's Armored Tank

In Altabury, talk to Loveless and Rudolf on Di Franco Street to set off in the armored tank. You can fight them by chasing them in the armored tank. After defeating Loveless, talk to him again to trigger the quest "Defeat Candidate Miro," and Miro's location will be shown on the map.

Prepare and take on the challenge. On the way to Marva Village, when you encounter Deliver the materials for the warm clothes" and head out to Loveless's armored tank is defe

BOSS Louis Guiabern

Do not put any Archetypes weak to Slash in the party. Louis uses "Cry of the Soul" and "Soul's Abso- "Cry" to increase his Press icons before launching his attack. In particular, his sword-imbued attacks are powerful, and he targets allies who have weaknesses to elemental attacks such as fire, ice, wind, and lightning. If you want to play it safe, build a party with Archetypes that have no weaknesses to Slash or the four elements above. Also,

It's also viable to deliberately have one ally with an elemental weakness and use them as bait. Raise their evasion against their weakness element with equipment and skills, and have them wait in the back row without defending on purpose. Since there's no weakness, you'll want to attack simply with high-power skills. The recommendation is to equip the "Rationalist's Handbook" and keep attacking only with Zineses that deal massive damage + inflict an elemental weakness. Basilio is the ideal choice.

As shown in the photo above, have the decoy role come equipped with gear that increases evasion against weakness elements, or gear that reduces damage when their weakness is exploited, to make them hard to take down.

All allies other than the attacker are responsible for boosting stats and using "Sukunda" + "Sukuka Let's make it easier to evade attacks with "Ja".

Enemy Data

V.601 Human Louis Guiabern HP 12000

	Slash	Pierce	Crush	Fire	Ice	雷	Wind	Light	Hell
Attribute Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Soul's Cry (1), Soul's Bellow (1), King's Dread (-), Dimensional Slash (Slash), King's Slash (Slash), Sacred Sword: Attribute Release (1), Dimensional Slash·○○ (Fire, Ice, Wind, Lightning), King's Slash·○○ (Fire, Ice, Wind, Lightning)

09/24 Eldar's Ancient Fairy Village

After winning the battle against Louis, you head to Elda's ancient village.

An event that occurs in the Hall of Prayer

The hint is to answer the mysterious voice's question and i

The event progresses. Be careful, as choosing the wrong option will lead to a bad ending.

The final choice is "myself

Choose "But... it's the prince."

Behind the roof in the Plaza of Light. Don't forget, since you won't be able to go back. "Gold" is hidden. Go get it

Want it to end

Choose positive options. "If you choose a bad ending If you choose negative options

BOSS Homo・Gorleo

The main difference from when you fought at the fortress on the northern border (P.205) is that it has been strengthened overall and the parts you destroy now regenerate. However, the only powerful attacks are those using its legs, so if you have resistance to slash attacks, it becomes an easy fight. There are many apples, and even if you destroy them they come back to life; moreover, Gallica will destroy them right after "Gluttony" occurs, so you can ignore them. Let's fight mainly with the protagonist, who has become a prince, using the "Royal Sword."

⬆ Considering that the legs will also recover, it can be a good idea not to defeat the legs on purpose. If you use "Tarunda" on the main body, the power of the legs' attacks will also decrease.

Enemy Data

Lv.581 Ningen Homo·Gorleo — HP 10000

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Skills: Soul Scream (1), Devour (1)

Lv.581 Ningen Wing — HP 2500

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	—	—	None	Weak	—	—

Main Skills: Flutter (Wind), Disturbed Flutter (Wind)

V.58 Ningen Legs — HP 2500

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Skill: Spin Slash (Slash), Chipped Spin Slash (Slash), Slicing Mince (Slash)

Lv.58 Ningen Ringo — HP 1000

Attribute Affinity	Slash/Thrust/Bash			Fire/Ice/Elec			Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Skills: —

COLUMN

Let's steal the candidates' rare drops 2

Around Altaberry, you can fight the three candidates, Labres, Rudolf, and Miro. Rudolf and Miro, once defeated They drop valuable weapons and accessories, but you can also steal rare items from them. Make sure to get them.

Labres, King of Revelry

Weakness: Light/Dark
Stealable item: Crystal Knife
Drop: Fluffy Honey Sweets

Enemies that specialize in thrust attacks such as "Smash Shot" and "Grand Charge." When their HP drops, they repeatedly unleash area attacks with the bash element using "Crushing Blow." Since it is extremely powerful, it would be good to raise the whole party's defense with skills early on.

Rudolf, the Lion of Lusant

Weakness: Lightning
Stealable item: Emperor's White Mask
Drop: Giant-Slaying Greatsword

The Rudolf-supporting swordsmen that appear together are weak to ice, and the Rudolf-supporting spearmen are weak to wind. Rudolf is adept at all-target attacks with slash属性, so lower the enemies' accuracy while increasing your dodge rate against slash attacks. Make sure to prepare countermeasures against wind属性 as well.

Milo, the embodiment of beauty

Weaknesses: Fire, Ice, Wind, Lightning
Stealable item: Lover's White Mask
Drop: Narcissus Brooch

It uses "magic reflection of the Way of Sorcery," so the downside is that it's hard to strike its weak point. It's easier if you can fight while nullifying it with the Commander's "Strategy of Unbroken Mirror, Unseen by Mirrors," and so on. Also, prepare "Rabbit's Kokkuri-Ni" as a countermeasure against the party-wide charm attack, "Tempting Breath."

Story Guide

09/25 10/25

Heavenly Giant Face Walkthrough

Due to the abnormal emergence of Ningen and the people's unease, the red sky has turned terrifying. In order to save the world, which is being driven mad by Louis, the group heads for the flying royal palace where Louis awaits.

STORY GUIDE

Aim for the highest-ranking Archetype for actions, "Royal"

Upon arriving at the capital, the main operation, "Sky Giant Face Strategy Operation," begins.

The deadline is 10/25. Until 10/24,

you are free to act, but the Sky Giant Face is extremely vast,

and the deadline for the next main operation is immediately after the

Since it's 10/26, I want to depart with some time to spare. There are new quests that will appear, so first take care of quests and Supporter events. It's also a good idea to tackle the Brilehaven coliseum. Also, if you speak to More in the Akademia, the "Royal" Archetype exclusive to each companion will be unlocked. The requirements to study it are strict, but it's powerful, so be sure to raise the Archetypes needed to unlock it.

Also, events that occur on the armored tank at night, such as Neuras's Rank 7 event, can be triggered not only at a campsite while traveling but also while you are in town. At night, go talk to Neuras on the armored tank. Also, the Three Dragon Quests (P.259), which can be accepted from the Mutsutari people in each town, including Edin in Etoria, are extremely difficult. After clearing the Heavenly Giant Face, use the remaining days to tackle them.

Walkthrough Flow

- Capital Gran-Trad (P.278)
- Martira, the ancient castle town (P.294)
- Forsaken Road (P.349)
- Mt. Vulkano (P.344)
- Mansion of the Skyborn (P.350)
- Maribello Mining Site
- Unknown Ruins (P.352)
- The Giant Face of Heaven (P.355)
- Tower of Evil Sight (P.316)
- Tower of Blind Faith (P.332)
- Tower of Arrogance (P.341)
- Dragon Palace Temple (P.320)

⬆Altaberry's opera house is open only at night. By watching a play, you can rapidly raise all Royal Virtues.

The quest that occurs after Bardon's Rank 6 event can be progressed in Martira. Don't forget to clear it.

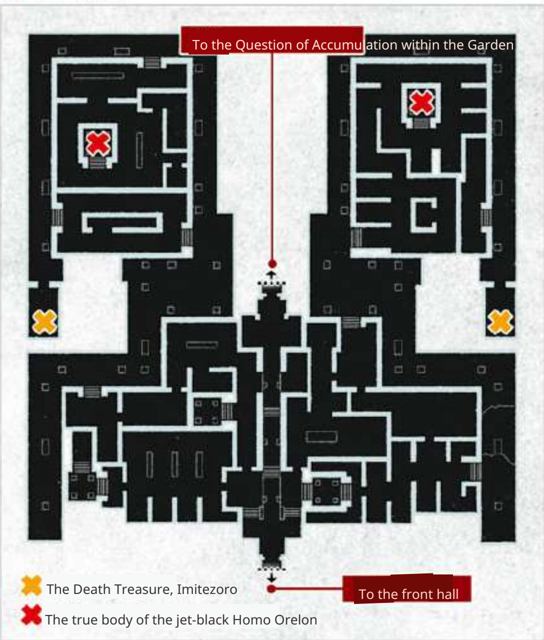
Supporter Rank-Up Event

Gallica Strohl Hulkenberg Heismay Junah Eupha Basilio Neuras Maria Catherina Alonzo Bardon Brigitte More

—	-8 0-8 0-8			~8 -8 6-8	7 ~8				∞	0-8	-8 -8 08			
—	—	—	—	—	7:5 見	6:Thought 5 ●8:Explanation 5	—	—	—	—	—	—	—	—

To reach the throne room where Louis awaits, destroy the King's servants in the four areas. From the front hall, head toward the royal palace garden to begin a battle with Homo Frightmo. As with the one that appeared in the Dragon Celebration Capital, the phantom is weak to lightning, and even if you defeat it, you cannot proceed unless you also defeat its main body. The royal palace garden is like a maze, with phantoms roaming all over the place. First, go defeat the main bodies at the two locations on the right map. Along the way, many enemies with elemental resistances such as reflection and nullification appear, so the Prince's "Royal Sword" will wreak havoc. To make it easy to use, be sure to buy the "Guide to the Rational" at the magic shop. Also recommended are omnipotent-element attacks that can be used without considering elemental resistances; the "Megido" and "Megdra" available to the strategist class are also easy to use.

Royal Palace Garden



BOSS Jet-Black Homo Orelon

The most troublesome attack is "Death Game," which targets allies whose HP is low. It is a dangerous skill that leaves them incapacitated without question. If all allies' HP are fully restored, it will fizzle out, so before the end of the turn, keep everyone at full HP by using an area recovery skill such as "Medica."

Let's deal massive damage. Effective. Keep inflicting weaknesses Skills that inflict weaknesses, too The weakness is lightning, but it deals ultra-huge damage

Enemy Data

V661 Ningen Jet-Black Homo Orelon HP 8000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	Weak	—	—	—

Main Skills: Fierce Charge (lol), Raging Edge (Slash), Ice Single Strike (Ice/Frost), Mahamudain (Dark), Death Play 戯 (One)

BOSS Ferocious Beast Kimenzaan

An enemy you fight in the garden, in the Chamber of Accumulation. It is skilled at fire attacks, so it's easier if you gear up with equipment that has strong fire resistance, such as the "Crimson Rock Cuirass" or the "Fire-Sealing Cuirass." It will raise its attack and defense with "Battle Breath," so attack with wind or ice, which it is weak to, while nullifying its buffs with "Dekaja."

Since it is weak to poison, use "Poison Shot" to inflict deadly poison while fighting and it will become nearly dead on its own. For example, you can win just by defending.

Enemy Data

LV 70 Magic Beast Ferocious Beast Kimenzaan HP 10000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	-	-	-	Abs	Weak	Null	55	—	—

Main Skills: Battle Breath (1), Diamahan (1), Na toshi (Break), Flame Claw (Fire/Flame), Gaboatt (Fire), Boatto Na (Fire), Megidora (All), Battle Cry (1) Patter patter

PICKUP Palace Corridor

If you enter the door on the left from the Royal Corridor, you will arrive at the Palace Corridor. The Palace Corridor is structured so that when you pass through a door, you warp to another door, and unless you enter the correct door, you cannot proceed. The correct door is the one for which no other door is visible behind it. Follow the numbers on the map on the right in order. In the corridor, if you defeat Reoglo

Fon, the warping mechanism will disappear, and you will be able to collect all the items.

If it's there, that's proof you're wrong. Uh. Before entering, try using the Fairy Sight to see the aura heading toward another door

Palace Corridor

①The correct door and the direction to enter

BOSS Leogrophon

When it is in the front row, it uses "Scream of the Soul" and unleashes consecutive attacks, so it is easier if you have a gunner who can exploit weaknesses even from the back row. It is also adept at fire, ice, and wind attacks, so at minimum you should give yourself resistance to fire or wind. Fight while nullifying enemy buffs and ally debuffs with "Dekaja" and "Dekunda."

It is also recommended to prepare for battle by retreating to the back row, striking weaknesses from the front row, and equipping the "Shadow Clone Hitogata" as well

Enemy Data

V.721 Giant Bird **Leogrophon** HP 12000

Attribute	Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
Affinity	Weak	Res	Res	Rep	Res	—			—

Main Skills: Breath of Battle (-), Strong Claw (Slash), Flame Claw (Fire・Fire), Claws of Ice (Ice/Freeze), Griffin Wings (Wind), Sure-Hit Stance (Almighty), Soul's Scream (Almighty)

COLUMN

Mordirich, who is good at instant-death attacks

The Moldy Lich that appears in the palace corridor is a formidable enemy that warps in to approach you when it spots you, then attacks with a scythe. Be careful not to let it get the jump on you. Its only weakness is Strike, so you'll want to challenge it with a Martial Artist or Berserker. Martial Artist-exclusive weapon: "Holy Fist Bone"

が It is effective. You can obtain large amounts of A-EXP and MAG, so be sure to defeat it.

You'll want to aim for a stun in Fast Battle. Wait until it warps in, then evade the scythe attack after the warp and attack.

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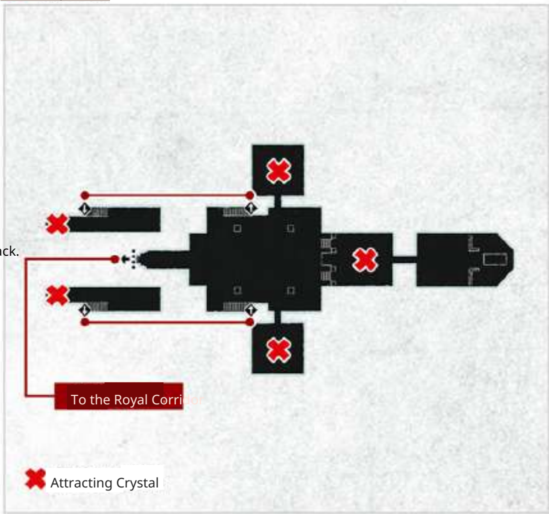
Mission Walkthroughs

PICKUP Banquet Hall

If you enter the door on the right from the Royal Corridor, you will arrive at the Banquet Hall. Once inside, you will be locked in, and if you do not destroy all of the Attraction Crystals within 5 minutes, it will be game over. The Attraction Crystals in the small rooms on the first floor spawn high-level enemies that cannot be defeated in Fast Battle.

② - Banquet Hall



Take on the fight with a Berserker or Summoner, who are less likely to be hit by a preemptive attack.

It would be a good idea to. If you make it at the armored tank's kitchen, it becomes very easy. If you challenge it after having eaten "men" beforehand, "special move noodles" or "mme

BOSS Gupdetron

Uses "Breath of Battle" and excels at defense-down with "Lightning Thrust" and all-target Break attacks. Use "De kaja," and always raise your defense in battle with "Maha Rakukaja" and similar skills. After a "Charge" attack, by striking its weakness on the next turn, you can make it "Charge Rampage" and nullify the attack.

Weakness attribute applied by a skill After "Charge," hit its weakness. You can trigger "Charge Rampage." By hitting its weakness, you can also trigger "Cha

◎Enemy Data

LV. 71 Giant Gupdetron HP 10000

	Slas	Pier	Crus	Fire	e	Li	tnin	Wind	ght/Dark
Attribute Affinity GG		· ·	Resist	Weak	· ·	—	—	—	

Main Skills	Breath of Battle (1), Lightning Thrust (Thunder), Fierce Charge (Pierce), Smash to Pieces (Break), Rampage (Break), Charge (1), Charge Rampage (1)

BOSS Zorba, Fierce Form

The boss that protects the servant of the last king. It specializes in attacks that inflict many status ailments, such as paralysis, rage, and anxiety. It is especially dangerous when anxiety is inflicted, as it will keep using "Large Scythe" to deal massive damage. If your rank with Eupha is maxed, the effect of "Heretical Secret Rite" will make it harder to become anxious. Also, paralysis and rage should be covered with equipment and skills like "Patra."

Zorba may use "Defense Form Change" at the end of its attacks, entering a defensive mode with physical attack reflection and extreme resistance to magic attacks. During this time, you will only be able to use "Heat Riser" and "All Reset," so recover your footing while dispelling it as needed. Note that if you can inflict a weakness, the defensive mode also becomes an opportunity to attack, so it is fine to counter with extremely powerful skills such as the fire-attribute weakness-inflicting "Meteor Fall." When HP falls below 25%, it will use "Scream of the Soul," intensifying its attacks, so finish it off all at once with "Royal Sword."

Enemy Data

LV 74 Ningen Zorba, Fierce Form HP 20000

	Slash	Piercing	Crush	Fire	Ice	Lightning	Wind	Light/Dark
Attribute Affinity	—	—	—	—	—	—	—	—

Main Skills	Gakanedeon (Lightning), Mahamuddaine (Dark), Curse of Sorrow (Anxiety), Curse of Frenzy (Rage), Curse of Binding (Paralysis), Large Scythe (All), Defense Form Change (One), All Reset (-),

10/26 Louis Final Battle Arc

To stop the terrifying ambition of turning people into Ningen, the party advances into the ominous storm that has appeared in the sky, heading toward the final showdown with Louis.

STORY GUIDE

Settle things with Louis in the final battle of the campaign.

Free activities are available until noon on 10/25, and you will depart for the Fear King Star the day after the night event occurs. Once you arrive at the Fear King Star, there is no turning back, and you will defeat Rui Since you won't be able to return to the mainland until this is over, let's prepare thoroughly before setting out.

Walkthrough Flow

Capital Gran-Trad (P.278)
▼
Dread King Star (P.360)

10/25 Capital Gran-Trad

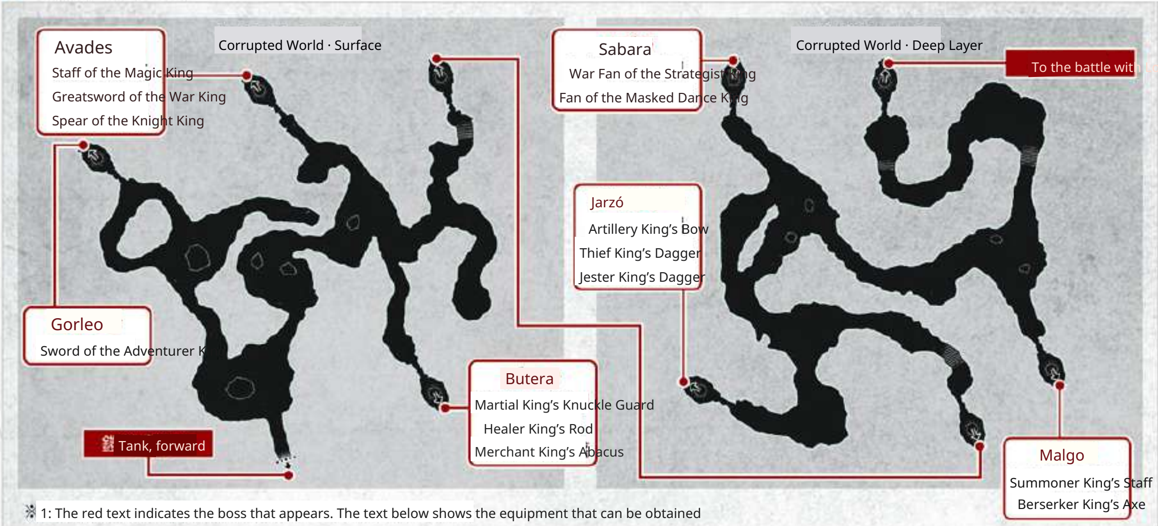
On the night of 10/25, an event (P.065) occurs in which you can talk with all Supporters, including allies. In particular, when talking with a Supporter whose rank is maxed out, you will receive a special valuable item. Simply possessing it will boost your stats when a specific Archetype is equipped.

If you talk to Gallica, you can immediately do it. Events with Gallica take place when you move to the Supporter when you sleep in the bedroom.

10/26 Dread King Star

First, defeat the six servants of the Demon King and destroy the crystal. You can proceed without destroying the crystal, but the Louis you fight later will be powered up. If you do not defeat any of them, the number of Press Icons is 8 + HP is doubled; if you defeat 1 to 5 of them, the number of Press Icons is 6; if you defeat all 6, If you destroy it, it will be weakened to 5 press icons. Also, if you destroy the crystal, you can obtain powerful weapons, so be sure to defeat it. Talking to Nuras in front of the Armored Tank will fully restore HP, and you can buy valuable items such as "Magic Liquid" without limit.

Fear-Transformed World (※1)



※1: The red text indicates the boss that appears. The text below shows the equipment that can be obtained

BOSS Servant of the Demon King Gorléo

The wings are weak to Wind and immune to Lightning, and the other parts have neither weaknesses nor resistances. Even if you destroy a part, it will regenerate, so focus only moderately on destroying parts and deal damage mainly to the body. Prince's "Wind" enemy data

If you use "Blade," it's recommended because it can strike the wings' weakness while also dealing an all-target attack. When its HP gets low, it will use Soul's Scream to increase its Press Icons, so lower its defense with "Vidalda" and take it down.

LV 77 Ningen Goleo, the Demon King's servant | HP 25000

	Slash/Thrust/Strike	Fire/Ice/Lightning	Wind	Light	Dark				
Attribute Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Spinning Slash (Slash), Flapping (Wind), Chopping to Pieces (Slash), Soul Scream (I), Share-cutting (-), Chipped-Blade Spinning Slash (Slash), Blade Fracturing of the Missing Part (Slash), Blade-Leg Regeneration (I), Wing Regeneration (-)

BOSS Avades, servant of the Demon King

Destroy the egg shell, which is weak to bash attacks, and launch an all-out assault as soon as the wearer falls out. The left and right hands are weak to fire and immune to ice. The hands' bash-area attack, "Sweep," is a nuisance

However, if you destroy the egg shell, you can limit its actions on the next turn, so there is also a tactic of continuing to destroy the egg shell in a single turn. Since the ambushers are resistant to all elements, defeat them with skills that ignore resistance.

Enemy Data

Lv.77 Ningen, the Demon King's servant Beavades | TTP25000

	Slash	pierce	crush	fire	ice	lightning	wind	light	dark
Attributes Affinity	—	—	' '	Resist	Resist	Resist	Resist	Resist	Resist

Main Skills: Hamadain (Light), Mahanmadain (Light), Dust of Oblivion (Forget), Sweep Slash (Slash), Soul Scream (One), Eggshell Regenerat(ion) (One), Incomplete Regeneration (One), Ambush Charge (All), Soul Scream (O

BOSS, Devil King's Servant Butera

Since the hit and evasion reduction caused by "Sandstorm" is troublesome, fight while counteracting it with "Dekunda." Skills that exploit the weakness to ice or inflict an elemental weakness are recommended. When it uses

When it uses "Burrowing Underground," be prepared for the next turn's "Sudden Rise," and it is safe to have everyone fall back to the rear row and defend.

"Burrowing Underground," it is safe to have everyone fall back to the rear row and defend in preparation for the next turn's "Sudden Rise."

REV.77 Ningen, Devil King's Servant Butera | HP 25000

	Slash	pierce	crush	fire	ice	lightning	wind	light	dark
Attribute Affinity	—	—	—	—	Weak	—	—	—	—

Main Skill: Bite (Crush), Sweep Slash (Crush), Sandstorm (All), Burrowing Underground (One), Sudden Rise (Crush)

BOSS: Jarlzo, servant of the Demon King

Because it uses "Loud Noise," an all-party defense-lowering attack, you'll want to keep your defense boosted at all times with "Maha Rakukaja" and the like. On the turn after it uses "Aim," focus entirely on defense to prepare for "Innocent Leap." Since Pierce is

effective against the weak points, the left eye and right eye, if you destroy them, the attack after "Aim" will change into "Body Slam," a single-target Strike attack. The battle becomes much easier all at once, so first let's destroy both eyes.

Enemy Data

LV.77 Ningen: Jarlzo, servant of the Demon King | HP 25000

	Slash	Pierce	壊	Fire	Ice	Lightning	Wind	Light	Dark
Attribute Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Bite Down (all), Loud Noise (all), Innocent Leap (strike), Body Slam (strike), Eye Regeneration (single), Soul Scream (single), Stare (almighty), Aim (single), Closed Both Eyes (single), Soul Scream (single)

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BOSS: Sabara, servant of the Demon King

The power of "Rapid Fire," an all-target Strike attack, decreases depending on the number of legs you have destroyed. It is not a weakness, but Slash is effective, so use all-target Slash skills to wipe them out at once. Prepare for "Ink Spit" by◎ Enemy Data

Also, it's even safer if you take measures against disease. The legs regenerate after a few turns, but fight while boosting your attack power with "Maha Tarukaja" and the like so you can destroy them again immediately when they regenerate.

LV77 Ningen, Demon King's Servant Sabara HP 25000

Attribute / Affinity	Slash	Thrust	Crush	Fire	Ice	Thunder	Wind	Light	
	—	—	—	—	—	155	—	—	—

Main Skills: Smash (Blunt), Flurry (Blunt), Torrential Breath (Ice), Ink Spit (Ailment), Leg Regeneration (One), Soul's Breath 044(-)

BOSS: Demon King's Servant, Margot

A boss that changes its resistances with "Prayer of Transformation," and the transformation patterns are the same as Homo Margot (p. 228). If you can attack with the corresponding attribute, there's no problem, but universal-attribute attacks such as "Royal Sword" make it easier. Also, fighting by constantly lowering its stats with "Rakunda" and the like to trigger "Dekunda" is also viable. It inflicts status ailments such as Anxiety and Deadly Poison, so make sure to prepare countermeasures just in case.

◎ Enemy Data

LV.77 Ningen, Demon King's Servant Marugo HP 25000

Attribute / Affinity	Slash/Strike	壊	Fire	Ice	Lightning	Wind	Light	Hell	
	—	—	▪	—	—	—	—	—	—

Main Skills: Prayer of Transformation (One), Dekaja (One), Crawling Demon Hand (All), Sneaking Poison Hand (All·Poison), Mind-Disturbing Luring Hand (All·Ailment)

COLUMN

Defeat the strongest Homo Tenta!

The Gold King Homo Tenta and Silver Queen Homo Tenta that appear in the Depths of the Anxious World are extremely powerful enemies, but if you defeat them, you can obtain large amounts of EXP and MAG, and there is also a chance they will drop the powerful accessories "Asher's Reverse Mirror" and "Attilt's Reverse Mirror." If you defeat only one of them, the remaining one will become ferocious, so you want to defeat both within the same turn.

The safest way to defeat them is to stun them in a Fast Battle and trigger Hyazame's "Instant Kill." It is best to finish them off before the stun wears off. If "Instant Kill" does not activate when the battle begins, run away once and challenge them again from a Fast Battle. Even if you destroy the Pull Crystal, it will respawn if you move to another area once.

↑ If you keep defeating Humo-Tenta and others drawn in by the attracting crystal, a giant Homo-Tenta may appear.

↑ I want to finish it off while it is stunned. Use "Masquerade Charge" + "Bidalda" + "Black Dance" + "Dark Knight's Iron Hammer" to hit its weakness.

BOSS Demon King Louis Caladrius

A boss that alternates between physical and magical attacks. Since it uses skills of all attribute types for both, you'll want to cover each Archetype's inherent weaknesses with your equipment. Also, when HP falls below 70%, it enters defensive mode by using "Converging Anxiety" every three turns. If you fail to destroy its wings on the next turn, it will use "Exploding Anxiety," a continuous 8-hit Almighty attack, so you absolutely want to break the wings. It's easier if you заранее use skills that can inflict weakness, such as Dark Knight or Destroyer, so that when "Converging Anxiety" activates, you can strike its weakness. Once HP drops below 50%, after physical and magical attacks it will also start using healing and enhancement magic.

↑ The wing's durability while in defense mode in "Converging Anxiety" is 1600. Launch a concentrated attack so you can deal 1600 damage in 1 turn.

↑ "Converging Anxiety" is used at the end of the turn. If you can evade it during the attacks in between, you can prevent it from activating, so raising your evasion rate is also an option.

Enemy Data

LV 801 Fallen King Demon King Louis Caladrius | HP 40000

Attribute | Affinity	斬	Thrust	壊	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Mainly, Sweeping Four Wings (Slash), Piercing Four Wings (Laugh), Pressing Skill-Breaking Eight Wings (Blunt), Converging Anxiety (One), Explosive Anxiety (Ten Thousand), various elemental magic attacks

10/26 Academya

After the battle with Louis, you arrive at Academya and begin a conversation with More. Be careful: if you give responses that sympathize with More, such as "I understand... that's true" or "I see, that can't be changed anymore...," you will end up with a bad ending. In any case, keep rejecting More's statements.

Watch out, as that will happen.
You'll be sent back to before the Caladrius battle, so... Bad ending.
Demon King Louis Cala If you make the wrong choice, it will be

BOSS More

A battle that occurs after the conversation event with More. It is a one-on-one duel between the protagonist and More. Deal damage by using the skills available to you. Since you will be fighting as the Prince, if you use "Hero's Cry" or "Hero's Proof" on the first turn and repeatedly use "Hero's Single Slash," you can deal massive damage all at once.

Let's win by using them. Make the most of the items you have can be nullified with the Gohasan Slip." If you have it ◆ "Knight's Defense" is "Gohasanno

Enemy Data

Lv.70 Unknown More | HP 5000

Attribute Affinity	Slash, Pierce, Crush, Fire, Ice					雷	Wind, Light, Dark		
	—	—	—	—	—	—	—	—	—

Main Skills: Knight's Defense (1), Wind of Inquiry (Wind), Great Severance (Slash), Boatna (Fire), Dark Night Sword・Fudō (Dark), Hamadain (Light)

BOSS Ruinous Caladrius First Form

After defeating Moa and leaving the Academy, you enter the final showdown with Louis. Ruinous King Caladrius, Louis's final form, will proceed to the second form even if you defeat the first form in battle.

In the first form, you cannot attack the main body; the objective is to defeat the three faces. At the end of each turn, the main body uses "Offering to the New World," making one of the faces hold the offering in its mouth. If you cannot destroy the offering, it will use a powerful skill corresponding to that face.

The Angry Face uses physical attacks, the Joyful Face uses magical attacks, and the Laughing Face uses skill that raise or lower abilities. Make sure you understand each one's characteristics.

Tendency of attacks

Due to Louis's skill "A World to Be Selected Out," when the target is hit by a critical or a weakness attack, the attack target will always fall into the Unsettled status ailment. If Unsettled is inflicted, or the sacrifice is devoured, "Overflowing Fear" is triggered. If it is triggered three times, he will use the super-powerful "Great Reset." The key is how well you can keep him from using "Overflowing Fear."

★ The power of "Great Reset" is Very high. Go in with equipment that compensates for your weaknesses.

How to fight

Since you deal nearly twice as much damage to the side that is not holding the sacrifice, destroy the sacrifice as late in the turn as possible. The sacrifice has 1500 HP, so to take it down in one hit, it's a good idea to inflict a weakness on it beforehand. For example, use "Black Dance" with the Prince, and then have the Dark Knight strike its weakness with "Dark Knight's Iron Hammer."

Also, if you use "Masquerade Charge" with Persona Master, it becomes easier to destroy the offering. Equip the "Guidebook of the Rationalist" and increase Jinteze's rotation speed. The face you want to destroy first is Joy Face, which targets weaknesses with a wide variety of attribute attacks. On the second turn, when it bites down on the offering, use "Hero's Cry" or "Jester's Prank" to take it down all at once.

Enemy Data

LV. - Ningen Ruin Caladrius First Form HP -

	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	闇	Main Skills
Attribute Affinity	—	—	—	—	—	—	—	—	—	A World Being Culled (1), The Quality of the New World (1), Overflowing Fear (1), Great Reset (Ten Thousand・Not)

LV.82 Ningen Anger Face HP 28000

	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	闇	Main Skills
Attribute. Affinity	—	—	—	—	—	—	—	—	—	Flash of the Ruined King (Slash), Slam (Strike), Focused Shot (Laugh), Ishkia's Sacrifice (Slash), Paripas's Quality (Pierce・Release), Cremark's Quality (Strike)

Lv.821 Ningen Joy Face HP 28000

	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark	Main Skills
Attribute [Compatibility	—	—	—	—	—	—	—	—	—	Gaboat (Fire), Gabrizaton (Ice), Gakandeon (Lightning), Gacyclone (Wind), Hamadain (Light), Mudodai (Dark) Rogue's Quality (Light・Numb), Mutsutari's Wisdom (Dark・Curse)

v 821 Ningen Laughing Face HP 28000

	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Chamb	Main Skills
Attribute Affinity	—	—	—	—	—	—	—	—	—	Randomizer (1), Heat Raiser (1), Dekaja (1), Dekunda (1), Nidia's Sacrifice (1), Yushif's Sacrifice (1), Lusant's Sacrifice (1)

BOSS Destroyer King Caladrius Second Form

A battle with the second form that occurs immediately after the first form. Naturally, since the party's HP and MP are in the state they were after the previous battle, you'll want to reset with items like "Magic Dragon Blood" or "White Fish Medicinal Bowl" just before defeating the first form or on the second form's first turn. The second form's strength changes depending on how many of the Demon King's servants that appear in the Tyrant Star have been defeated. If you have defeated them all, the number of Press Icons reduced by "High Pressure" will be kept down.

If the Demon King's servants haven't been defeated, it will use the corresponding skills. If you defeat all the enemies, they will change to normal attacks and become dramatically easier.

Tendency of attacks

The tactic of using "A World to Be Purged" on the first turn to try to trigger "Great Reset" remains the same. It will always use "High Pressure" first, reducing our number of presses on the next turn. The first turn is a turn to regain our footing

Just cut your losses and use skills to recover HP and MP, or to inflict weaknesses, raise abilities, or lower them. Also, the effect of "High Pressure" changes depending on how many of the Demon King's servants along the way have been defeated. If you have defeated them all, the reduction in press count can be limited to one.

Attack tendencies 2

After singling out a specific race with "Foundation of Racial Unification," the combo of then reliably incapacitating the ally of the corresponding race with "The Race to Be Eliminated" on the next turn is a threat. The race names singled out by "Foundation of Racial Unification" and the corresponding ally names are as shown in the table on the right. You can avoid "The Race to Be Eliminated" by swapping out the ally that was singled out to the back line. Be sure to switch your members.

Table of Corresponding Races to Be

Race Name	Applicable Character Name
Kremar	Stroll
Rusant	Hulkenberg
Yusif	Heismay
Nidia	Junah
Mutari	Eupha
Palipas	Basilio

How to fight

What you need to be most careful of is "Great Reset." The trigger, "Overflowing Fear," activates when an attack hits an ally who has become anxious so, quickly dispelling anxiety is important

It becomes the key point. If you can handle this properly, you can fight relatively safely. When HP drops below 25%, it will increase its Press Icons with "Soul Scream," so finish it off in one go.

Since its attack power is high overall, Keep raising your stats. Use "MahaRakukaja" and similar skills to bolster allies'

Use stat-lowering skills and "De You can reduce the number of attacks by 1. Let's trigger "Kunda." In effect, an atta

Enemy Data

v.851 Ningen, King of Ruin Caladrius, Second Form HP 40000

Attributes: Slash, Pierce, Crush, Fire, Ice — — — — "Affinity: Thunder, Wind, Light, Dark — — — —	
Main Skills	High Pressure (-), World of Elimination (One), Overflowing Fear (One), Great Reset (Man・No), Ruin King's Slash (Slash), Slam Strike (Break), Focus Shot (Laugh), Drizzle Shot (Laugh), Crimson Flame Flower (Fire), Flowing Ice of the Gate of Death (Ice) Fang of Divine Thunde Underworld Tree (Dark), Immaculate Radiance (Light), Heat Riser (One), Randomizer (One), All Reset (One), Dekaja (One), Dekunda (One)

Second Playthrough Guide: The Perfect Dragon Hidden in the Apocalypse

If you start the game again with clear data from the first playthrough, you can carry over various data except for some and play a second playthrough. In the second playthrough, from after the Nord Ruins Mine, where Akademeia is unlocked, you can challenge the Red Dragon of the Apocalypse at any time. If you defeat the Red Dragon of the Apocalypse, except for Almighty属性

the element attribute becomes ineffective, the “Ring of the Hero King,” and battle

After completion, HP and MP are fully restored: “Regalia・

"Of Gaius" can be obtained.

The Apocalypse that was sealed away in Akademia is placed on the table. Inspecting it allows you to challenge the boss battle.

Recommended Skills and Items

During the Apocalyptic Red Dragon battle, if you equip items that reflect or absorb attacks, it will repeatedly use "Wind that Announces the End," dealing 9999 damage and causing defeat.

If you use skills that grant reflection or absorption effects during battle, the number of Press icons becomes 8, and “Giant Dragon's Great ...

It uses “Screech.” I have summarized the minimum items and skills you should prepare in the table at the lower left, so please refer to it. Whether or not you have these items and skills will greatly change the difficulty of the battle, so make sure you are fully prepared before going into the fight.

Recommended Skills and Items

Name	How to Obtain
Supreme Crown	Protagonist’s Archetype mastery rate 80%
Rationalist’s Guidebook	Various magic shops (added at Alonzo rank 7)
Avoid Ring	Various magic shops (added at Alonso rank 7)
Mind's Eye	Learned at Ninja rank 20
Battle-Hardened	Learned at Kensei rank 20
Steadfast Heart	Learned at Draguner rank 20
Mahasukukaja	Learned at Warlord rank 5
Slow-simmered Rabbit Stew	Cooking (Mora Rabbit Meat ×1, Brine Salt ×1, Mild Milk ×1)
The Ultimate Spoonful	Cooking (Legendary Master Fish ×1, Empress Bee Honey Jar ×3, Gaisen Mushroom ×3)

The Ninja skill "Insight" is one you’ll want to equip on almost everyone. If you have room, also prepare for status ailments with the Draguner’s "Still Mind" and the Kensei’s "Battle-Hardened," among others. The Assassin’s "Those Who Live in the Shadows" is also effective.

Recommended Party Composition

The archetypes you absolutely want to include are the Prince equipped with the "Dragon-Slaying Sword," the Paladin, and the Royal Berserker. The Paladin, who constantly uses Synthesis, should equip the "Guidebook for Rationalists." For support, the Royal Thief, who can learn "Insight" and "Soul of the Noble Thief," is recommended. In reserve, as a trump card for offense in the latter half, "Masquerade Charge"

The Royal Masked Dancer, who can use this, and the Royal Summoner, who can reset a crisis with “Summon the God of Abundance” in the event of a pinch, are reassuring. MAG and A-EXP can be easily earned in the Fearified World: Depths, so it is also an option to have them learn to some extent the skills that will be essential in the first playthrough’s Fear King Star. From the above, it can be said that challenging it around the time of the second playthrough’s Fear King Star strategy is the best approach.

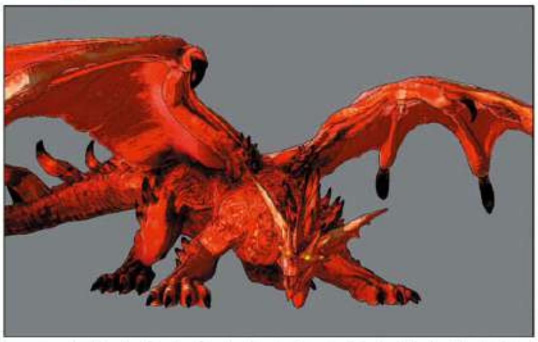
The Royal Thief is a specialist in evasion. Each turn, use “Knight’s Declarations” to become the decoy and make the enemy consume its Press Icons.

If you keep defeating Homo Tenta that appear from the attraction crystals in the depths of the Awakened World, you can easily farm MAG and more.

BOSS: Crimson Dragon of Revelation

Type Dragon

LV. 99 HP 60000



Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	雷	風	Light	Dark
	—	—	·	·	·	—	—	—	—

Main Skills (skills shown in red are used with priority)

[Physical A] Great Reverse Scale (1), Grudge Fang (Slash), Shattering Tail (Pierce), Violet Venom Fang (Poison), Piercing Fang Strike (Pierce)

[Physical B] Grudge Fang (Slash), Black Howl (Curse), Binding Fang (Slash・Shock), Violet Venom Fang (Poison), Poison Tail (Blunt・Poison), Soul-Stealing Flame (Charm), Piercing Fang Strike (Pierce)

[Physical C] Tetrakarn (1), Great Reverse Scale (1), Charge (1), Grudge Fang (Slash), Binding Fang (・), Piercing Fang Strike (Pierce), Poison Tail (Blunt・Poison), Shattering Tail (Blunt), Soul Flame (Charm), Roar (1)

[Fire/Lightning] War Cry (1), Hellfire Breath (Fire/Flame), Pillar of Destruction (Fire/Flame), Great Fireball (Fire/Flame), Lightning Twin Claws (Lightning), Rapid Thunder Breath (Lightning)

[Ice/Wind] Dekunda (1), Heat Riser (1), Ice Blossom Breath (Ice/Freeze), Ice Powerful Claw (Ice/Freeze), Water Flow of the Death Gate (Ice), Crosswind Tail (Wind), Ruinous Storm (Wind)

[Light/Dark] Makarakarn (1), Black Howl (Curse), Hyper (1), Evil Venom Breath (Dark), Dark Powerful Claw (Dark), Sacred Light (Light), Blinding Breath (Light)

Attack tendencies and countermeasures

The Crimson Dragon of Revelation has characteristics that condense those of the three dragons fought in the Three-Dragon Quest (P.259). Basically, it alternates between physical attacks and elemental attacks. Also, each time its HP falls below a certain threshold, it uses "Dragon Lord's Gaze," increasing the Press icons one by one. In addition, its skill variations increase, so the later the battle goes, the more diverse its attacks become, making it troublesome.

Use it once at each timing "Dragon's Eye" changes its behavior and the attacks intensify.

Behavior changes based on remaining HP

[100%]
Physical A → Lightning

[80% or less]
Physical B → Fire/Lightning → Physical A

【60% or less】
Ice/Wind → Physical B → Fire/Lightning

[40% or less]
Physical C → Ice/Wind → Physical B → Fire/Lightning → Physical A

[20% or less]
Light/Dark → Physical C → Ice/Wind → Physical B → Fire/Lightning → Physical A

[5% or less]
It uses a random pattern from all patterns + Megidolaon. In the later stages, with "Apocalypse King Magic: Armageddon, " Me— When the Red Dragon of Revelation can attack eight or more times in one turn, or when we use "Apocalypse King Magic: Armageddon," it will use "Wind That Signals the End." If its HP drops to 5% or less, the Red Dragon of Revelation's Press Icons will have increased to eight, so if you can't evade its attacks along the way, you'll end up becoming a target for "Wind That Signals the End." Once the Red Dragon of Revelation's HP starts running low, prepare to press the advantage with "Masquerade Charge," and if you can time it so that its HP falls to 9,999 or less, it's best to use "Apocalypse King Magic: Armageddon."

How to fight

The strategy is for the barrier role, the Paladin, to activate "Line Guard" and "Magic Guard" every turn, while the support role continues to provide support with "Maha Sukukaja," "Sukunda," "Vidarda," and so on. Then the attack role, the Royal Berserker, keeps exploiting weaknesses with "Madness Break." If the Paladin has a free turn, they can also attack with "Holy Knight's Hammer." However, support roles with low firepower should not force themselves to attack. You want to minimize the risk of having an attack evaded and wasting Press Icons. The key is how well you can nullify or evade the attacks of the Red Dragon of Revelation and make it consume its Press Icons. Also, if any allies become afflicted with a status ailment, restore them even if you have to make use of items, and regroup.

The prince acts flexibly depending on the situation. Items for curing status ailments and reducing debuffs let's make use of them, etc.

↑ In the late stage of battle, it's also a good idea to boost yourself with "Critical Dumplings" + "Fortifying Amber Hot Pot" and aim for a critical hit with "Royal Sword".

STORY GUIDE

Quest Walkthrough

There are 77 quests in total that can occur in the game. Completing quests will reward you with valuable items and virtues, so challenge as many as you can while time allows.

STORY GUIDE

Types of quests

Quests can be broadly divided into three types. Main operations that advance the story, tasks from More related to More's Supporter events, and side quests that grant various rewards each time you clear them. Some quests are available only for a limited time, and if you can't clear them within the time limit, you will fail them. From here, we will explain the trigger conditions and completion conditions for all quests. Side quests are listed separately by the period of the main operation.

Main operation

No	Quest name	Start date	Deadline	Referen
01	Save the prince from the curse of death	06/05 -		P.204
02	Extermination operation for the undead summoner	06/12	06/21	P.208
03	Stop Zorba's plan	—	06/21	P.208
04	真・Kidnapping Culprit Capture Operation	07/05	07/16	P.216
05	Caladrius Infiltration Operation	07/23	08/12	P.220
06	Operation to Obtain the Dragon God's Spear	08/19	09/05	P.225
07	Repel the Threat on Virga Island	—	09/05	P.225
08	Prepare for the Decisive Battle with Louis	09/13	09/22	P.231n09/26 10/25
09	Operation to Conquer the Giant Face of Heaven	P.234n10/26 P.238		
10	Save This Country's Future	—		

Tasks from More

No	Quest name	Difficulty	Completion Conditions	Rewards
11	Tasks from More: Prologue	*2	Raise the Healer rank to 10	Hero's Fragrance ×3, Imagination (10) Rank Up (2)
12	Tasks from More: Chapter of Trials	★3	Learn Gunner	Hero's Fruit ×5, Imagination (10) Rank Up (3)
13	Tasks from More: Chapter of Solitude	★4	Raise the Dealer rank to 15	Hero's Fruit ×8, Imagination (10) Rank Up (4)
14	Tasks from More: Chapter of Wandering	★5	Learn 15 types of Archetypes	Hero's Light Leaf ×5, Imagination (10) Rank Up (5)
15	Tasks from More: Chapter of Confusion	6	Raise the General rank to 15	Hero's Light Leaf ×8, Imagination (10) Rank Up (6)
16	Tasks from More: Chapter of Resolve	*7	Take 25 types of Archetypes	Hero's Jewel Root ×5, Imagination (10) Rank Up (7)
17	Tasks from More: Final Chapter	8	Raise the rank of the highest-tier Archetype to 20	Hero's Jewel Root ×8. Imagination (10) Rank Up (8)

How to Read the Quest Walkthrough Pages

1 2 3
To a Pagan Parent and Child
18 Deliver the Medicine Help
Date Issued 06/12 Deadline 06/16 E —
Requester: Muttari man 4 Difficulty ★1 Quantity
Reward Rusty Accessory ×1, Compassion (10) Est, who listens to the request of a Muttari man looking for medicine for his sick daughter. Clear it by inserting and delivering "Pure Breath" at the Fermis Temple. By the way, "Pure Breath" is sold for 500 Reeves.

●Quest No.: For convenience, the quests are numbered in the order they are easiest to clear

②Quest type: The type of quest

- Help・・・・・Many are simple requests to listen to the worries of people in town
- Extermination・・・・・A quest to defeat enemies that appear in specific dungeons
- Bounty Heads ...... Quest to defeat bounty heads being recruited at the mercenary barracks
- Exploration ...... Many requests involve gathering sought-after items, such as collecting and retrieving items
- Investigation ...... A quest shrouded in mystery. You may even encounter powerful enemies
- 奪還 ...... Only "Retrieve the Family Heirloom Necklace"

③ Quest title: Title of the accepted quest

4 Data: Records data related to the quest

- Occurrence date ...... The day the quest can be accepted. Items marked with a — have a different occurrence date depending on the playthrough
- Deadline ...... Clear time limit. Items marked with a — have no deadline
- Days ...... The number of days required to clear that quest
- Requester ...... The name of the requester who accepts the quest
- Difficulty ...... The difficulty of the quest. The more stars there are, the harder it is Rewards ...... Rewards obtained after completion and items obtainable through the quest, etc.

5 Walkthrough: The quest details are listed in the walkthrough information. For abbreviations of boss data, refer to (P.203)

No. 18 Help
To a Pagan Parent and Child
Deliver the medicine

Date of occurrence 06/12 | Deadline 06/16 | Number of days —
Requester: the man from Mutta-ri | "Difficulty | 1
Rewards | Rusty accessory ×1, Compassion (10)

A quest to help a Mutsuta-race man who wants medicine for his sick daughter. Buy "Pure Breath" at Fermi's Sacred Church and deliver it to complete the quest. Note that "Pure Breath" is sold for 500 Reeve.

No. 19 Help
At Whispering Inn
Help out

Date of occurrence 06/12 | Deadline 06/19 | Number of days Half-day
Requester | Nidia youth Difficulty | 1
Reward | Magic Pills ×3, Insight (10), 2,000 Reeve

After helping out with the cooking at the Whispering Beehive Tavern, report back to the Nidia youth to complete it. The help can only be done at night, so it would be a good idea to pass the time at the lookout tower or elsewhere during the day before trying.

No. 20 Help
Trapped
Find a Friend

Date of Occurrence — | | | — | Number of days Day 1
Client | Cazerina | "Difficulty | 1
Rewards | 5,000 Reeve

A quest that occurs when you meet Cazerina in the passageway of the underground ossuary. Clear it by rescuing the Paripas tribe girl trapped inside the Cathedral. It is a quest that can be completed automatically as you progress through the main story (P.208).

After clearing it, Monk will become available to learn.

No. 21 Subjugation Defeat the monster on the transport route

Date of occurrence 06/12 | Deadline — | Days: 1
Requester: Belgitta Difficulty: 2.5 Reward: Devotion Magius ×1, Courage (10), 7,500 Reeve Defeat the ferocious beast Guptaros in the Belaega Corridor. It is weak to piercing and ice attributes, so it's recommended to challenge it as a Knight. If the ferocious beast Guptaros charges up its power with Charge, counterattack with a piercing attack to stop its next turn's attack.

BOSS Ferocious Beast Guptaros | Type Giant
LV. 22 HP 2500

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	155	Resistance	55		—	—	—	—

Main attacks: Crushing Smash (Strike), Big Rush (Pierce), Heavy Strike (Strike), Rampage (Strike), Skill Charge (one), Charge Rampage (one)

No. 22 Bounty target, man-eating monster that commands wild dogs

Occurrence date — | — | Number of days Day 1
2 deadline 8
Requester Recruitment office receptionist | Difficulty | *2
Reward | Courage (10) 10,000 Reeves

Defeat 18 small beasts, Haieno, on the field to make it appear. Clear it by defeating the man-eating Manjura. The target small beasts, Haieno, are shown on the map with ◆ icons. However, the moment you defeat the required number, you will be forced into the battle with the man-eating Manjura, so after taking down a certain number of the small beasts Haieno, it is recommended that you save at the Phantom of Plateau in the center of the map.

The man-eating Manjura is weak to Crush and Ice. However, it specializes in Pierce-type attacks such as "Needle Attack" and "Poison Needle," which are the Magician's weaknesses, so if you want to use "Bris," equip it to another Archetype. Basically, as long as you keep recovering HP with "Medi" while pressing the attack with skills of its weak attribute, you should be able to defeat it without trouble. Also, in the Tradia Desert, you can obtain the "Gold Beetle." Check the map carefully and be sure to collect it.

BOSS Man-Eating Manjura | Type Beast
LV. 22 HP 1700

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	雷	Wind	Light	Dark
	—	—	Weak	無	Weak	—	—	—	—

Main Roar (1), Needle Attack (Pierce), Flame Breath (Fire), Poison Needle (Pierce/Poison), Skill: Strong Needle Attack (Pierce)

For requests accepted at the Recruitment Office, once you defeat the target enemy, report back to the reception desk at the Recruitment Office. This will complete the request and you will receive you

1 GAME SYSTEM
2 PARTY&
3 L'STORYnGUIDE
4 FIELDnMAP
5 DATA FILE
〈 Story Strategy 〉
Quest Walkthrough

No. 23 Assistance Deliver the Carrier Pigeon Eggs

Date Issued 06/29 Deadline 07/11	Number of days Half-day
Client Melancholy Young Man Difficulty	★1
Reward	Invincible Men ×1, 7,500 Reeve

Sold in Komero Village: "Assorted carrier pigeon eggs Buy "セ" and deliver it to the requester to clear it. In Komero Village , you will also stop by for the request "Find the person who knows about the relic," so it would be good to complete both at the same time.

No. 24 Inquiry Find the Person Who Knows About the Relic

Date of Occurrence 06/26 Deadline —	Number of days Half-day
Client Nueras	Difficulty ☒1
Reward	Hero's Incense ×5

Visit Komero Village and deliver the "transparent glass figurine" and the "Inventor's Diary" to Nyras after receiving them from the shopkeeper. Completing the request will increase your rank with Nyras, and you will be able to study Gunner.

No. 25 Golden Chief The new king leading the goblins

Date Occurred 06/29 Deadline —	Number of days 1 day
Requester Receptionist at the Recruitment Barracks Difficulty	*3
Reward	Courage (10) 16,000 Reeve

In the Goblin Den, clear the quest by defeating the Goborn King that appears after taking down 6 Cursed Goborn Est. Since a boss battle will begin immediately after you defeat the sixth one, be sure to save before the fight. Goborn-type enemies have no weaknesses, so it is efficient to attack with high-power all-target attacks like the Fighter's "Round Sword." It's also a good idea to include Gunners or Seekers in the party, since they can easily aim for critical hits in Fast Battle. The Goborn King appears along with Goborn Est, Swordfighter Goborn Est, Archer Goborn Est, and Cursed Goborn Est. If you wipe out the minions, it will use "Sword Focus," which greatly increases accuracy and evasion. For that reason, it's better to deliberately leave one minion alive, immobilize it with "Paralyzing Arrow," and defeat the Goborn King first. Note that the Goborn King is weak to poison, so the Gunner's "Poison Shot" is also effective.

BOSS King of Goborn

Type Subhuman

LV. 24 HP 1500

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	—	—	—	—	—	—

Main Skills: Mahatarukaja (I), Sword Focus (I), Dark Night Sword (Slash), Great Severing (Slash), Critical Strike (Slash), Round Sword (Slash), Charge (I), Rampage (Strike)

⬆ If you're a Swordmaster, you can use "Round Sword" with just one Press Icon. If you've learned it, it becomes easier to reduce the number of enemies from the opening move.

No. 26 Exploration: Deliver news to Maria

Date appeared: 06/23 Deadline —	Number of days —
Client Maria	Difficulty 1
Rewards	x1 Rabbit Detox Roast

Bring Fabianne at the Whispering Bee Tavern the "painting of the Prophecy Tree" that Neuras drew when stopping by the Prophecy Tree to clear it. Since time does not pass, it would be best to complete this along with other requests.

No. 27 Exploration Find the Amulet Skull

Date of occurrence —	Deadline 07/30, 1 day
Requester An anxious soldier Difficulty ★3	
Reward	Brigandine ×1, 3,000 Reeve

After arriving in Martira, after reporting the completion of any of the Recruitment Hall quests, you can accept this from the soldier at the entrance to the Underground Ossuary. Clear it by collecting and delivering 8 "Skulls," which are obtained by defeating Skeleton-type enemies.

No. 28 Retrieval Get back the family heirloom necklace

Date of Occurrence —	Deadline 07/30, 1 day
Requester An indignant noble Difficulty	*3
Reward Sand Glass Breastplate ×1, Courage (10), 4,000 Reeve	

After arriving in Martira, this can be accepted by reporting completion of any Mercenary Barracks quest. The objective is to defeat Kadabrich in the deepest part of the Underground Ossuary. Counter the "Cursed Words" with the Healer's "Magical Injection."

BOSS Kadabritch

Type Undead

LV. 25 HP 2000

Attribute	Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Repel	Repel	反	-	—	—	—	Weak	—

Main cursed words: Curse (curse), Life Steal (light), Mudoon (dark), Ski Maha Mudoon (dark)

No. 29 Wanted Criminal: Man-Eating Insect Ravaging the Mine

Occurrence Date	07/05	Deadline	—
Number of days	1 day		
Requester	Mercenary Barracks Reception	Difficulty	3.5
Reward	Courage (10) 20,000 Reeve		

Quest available after the event that occurs in the dead-end of the old well (P.216). Defeat the stone insect lord Valmo in the Man-Eating Cave to clear it. Two stone insect lords Valmo appear, and if you do not defeat them at the same time, they will use "Summon" to bring in another one. Since Ice is their weakness, it is best to make everyone's archetype a Mage and repeatedly use "Gabriz" from the back row. However, they can inflict paralysis with "Paralyzing Fang" and use area attacks with "Sandstorm" and "Fiery Breath," so as countermeasures, you should inherit "Patra," which can cure status ailments, and "Medi," which can fully restore the party's HP. Buying "Anti-Paralysis Vitamins" is also one option. Note that in the Man-Eating Cave, you can obtain the "Mineral with a Screw," which will be needed for Nylas's quest. Be sure to check every part of the dungeon so you don't miss it. Also, stealing the "Garlic Scent Bag" from Gangafro along the way will come in handy in the main story fight against Homo Jarzo.

BOSS: Stone Insect Lord Valmo

Species: Mimic Organism

LV. 29 HP 1800

Attributes	Slash/Thrust/Crush/Fire/Ice/Lightning/Wind/Light/Dark
Affinity, Resistance, Null, Weak	— — — —

Main attacks: Sandstorm (Wind), Fiery Breath (Fire), Paralyzing Fang (Crush/Paralysis), Strong Acid Digestive Fluid

Skill (1) Bite Crush (Crush)

If your accuracy and evasion are reduced by "Sandstorm," fight while removing the effect with "Dekunda." "Dekunda" can be learned when the Healer rank reaches 13.

No. 30 Wanted Criminal: The Kidnapper in the Old Castle Town

Date of Occurrence	06/23	Deadline	—
Number of days	—		
Client	Captain of the Guard Bardon	Difficulty	4
Reward	Courage (10)		

A quest to capture the serial kidnapper Hyazame. It is completed as you progress through the main story (P. 213). Defeat Homo Jarzo in the deepest part of Criante Castle, and you'll clear the serial kidnapping case.

It can be stopped. Homo Jarzy is weak to pierce attacks. If you destroy it from its eye, you can unleash a powerful attack.

No. 31 Exploration: Deliver the ring to Kukulus

Date of Occurrence — Deadline — Number of days — Requester Kukulus Difficulty *4

Rewards Graias's keepsake ×1, Courage (10) 15,000 Reeve

This is a conversation event that occurs when you talk to the slick guy (Kukulus) in Martira, and you can take the quest if you choose the bottommost reply, which requires Rank 2 in Imagination. Clear it by obtaining the "Marveno Ring" from the Abandoned Tomb and delivering it. To obtain the "Marveno Ring," you must defeat the treasure Imitekus disguised as a giant treasure chest. Treasure Imitekus can be prevented from acting by the Dealer's "Gold Attack." Also, since it is weak to Light, the Monk's Synthesis "Kikoha" and the Seeker's Synthesis "Ride on Blade" are effective. Since it is good at Crush-type attacks, it's best not to include a Healer in the party. Note that on the way to the Abandoned Tomb, you'll have a battle with the Candidate, the demolition expert Goddard. Since he appears alone, you should be able to beat him easily by attacking with his weakness, Lightning. From Goddard, you can steal the "Never-Tingle Permanent Magnet," which nullifies paralysis.

BOSS: Treasure Imitekus

Species: Mimetic creature

LV. 32 HP 2800

Attribute	Slash	Pierce	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	—	—	—	Weak	Resist

Main drowsy air (Sleep), Brain-smashing (Blunt・Forget), Abyss Drop

Skill (Blunt), Heavy Strike (Blunt)

Treasure Imitex drops the "Crescent Medal," which automatically restores MP each turn. If you can steal it, you can obtain up to two in total including the drop, so give it a try.

No. 32 Exploration — Find the Lost Relic: Inventor's Will

Date of Occurrence	—	Number of days	Half day
Client	Newras	"Difficulty	★2.5
Rewards	Hero's Perfume ×10		

A request that occurs when you complete "Find the Person Who Knows About the Relic." Obtain relics such as the "Screwed Mineral" in the Cannibal Cave and deliver them to Nueras to clear it. Try taking it on together with "The Cannibal Worms Ravaging the Mine."

No. 33 Help — Impressing a Chef: Deliver One Dish

Date of Occurrence	—	Number of days	—
Client	Elegant Woman	Difficulty	*1
Reward	Funyahuna×1, Kinsha Koi×1, 5,000 Reeves		

Quest that can be accepted from the elegant woman at the tavern inn in Martira after clearing this operation, "Shin: Kidnapper Capture Operation." Clear it by handing over the "Healing Bread" made in the armored tank's kitchen. It's a good idea to make one along the way.

Quest that occurs during the "Caladrius Infiltration Arc" period

No. 34 Help Deliver a Flower Not Found in the Port Town

Occurrence date	07/23	Deadline	08/10
Number of days	—		
Client	Quiet Boy	"Difficulty	1
Reward	Tolerance (10) 4,000 Reeves		

If you buy and deliver the "Rainbow Flower" at the Fermius Church in the capital, the quest is cleared. Since it doesn't take any days, make sure to clear it after accepting it. The "Rainbow Flower" is sold for 500 Reeve.

No. 35 Help — Strohl's Help Search for the Heirloom(※1)

Date of Occurrence	—	Days	Half a day
Client	Strohl	Difficulty	*1
Reward	Tolerance (10)		

Occurs after the Rank 5 rank-up event with Strohl. Speak to the fishmonger in the plaza in front of the Royal Capital Cathedral, then talk to the Royal Capital merchant nearby, and choose the bottom option that requires Imagination 3.

No. 36 Bounty Target: The Wailing Ghost Possessing the Cup

Occurrence date	07/23	Deadline	—
Number of days	2 days		
Requester	Mercenary Barracks Reception	Difficulty	★4
Reward	Courage (10), 35,000 reeve		

A quest to defeat Fatrich, who is guarding the "Phantom Cup." A combination of Monk + Healer that can use Light-element Synthesis, which targets its weakness, is effective. On the first turn, Fatrich summons Kimenza, and that Kimenza then uses "Dianahan" to restore Fatrich's HP. Dealing damage on the first turn has little effect, so first use skills that raise abilities and prepare for the next turn.

Kimenza's weakness is Wind, but poison is also effective, so inflicting deadly poison with "Poison Shot" is an option. Also, since Kimenza excels at Fire- and Lightning-element area attacks such as "Flame Breath" and "Gakande," avoid archetypes that are weak to those elements. Note that if you defeat Kimenza, Fatrich will act alone with two Press turns, so in fact that is more troublesome. Leaving Kimenza for later is one possible strategy.

BOSS Fatrich

Type: Undead

LV. 35 HP 3500

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	Weak	Resists	Resists	Resists	Resists	Weak	Resists

Main Skill: Soul Cry (1), Summon (1), Hyper (1), Mudodyne (Dark), Mahmud (Dark), Curse Word (Curse)

⬆ As long as your weakness is not targeted, it is easier to keep Kimenza alive. Keep lowering defense with a Faker's "Rakunda," then take it down all at once.

No. 37 Quest: Find the Phantom Vessel

Occurred on	07/23	Deadline	—
Number of days	2 days		
Requester	Brewer	Difficulty	★1
Rewards	Godly Sake Dew ×1, 7,500 Reeves		

Obtain the "Phantom Cup" in the Tomb of Lamentation and deliver it. In the Tomb of Lamentation, many Slave Skeletons appear, so Monk and Healer are recommended. The powerful Guptaros is weak to thrust and ice attributes, so Knight and Magician are a good match.

No. 38 Help: Deliver a tool that works against cavities

Date of occurrence	07/23	Deadline	08/09
Days	Day 1		
Requester	A man with a dull expression	難易度	1
Reward	15,000 Reeves, Golden Insect ×1		

Buy the "Deluxe Toothbrush" sold in Inund Village for 500 Reeves and deliver it. Inund Village is on the way to the Tomb of Lamentation and the Tower of Jealousy, so if you take on this quest alongside others, you can complete it efficiently.

*1: Approximate occurrence period. May vary depending on progress.

No. 39 Subjugation
To the Tower of Wickedness
Defeat the ones that dwell there

Issue date 07/23 Deadline	—	Number of days	3 days
Client	Craftsman-like man	Difficulty	★4.5
Reward	Courage (10)	25,000 Reeves	

Defeat Orgus in the Tower of Evil Sight and obtain the "Black Horn" to deliver it. The tough enemy along the way is Orgo, who appears on the upper floors. Dark is its only weakness, so the Assassin and Gunner Synthesis "Godslayer" is essential. It is a very tough enemy, but since it appears alone, you can safely recover MP by staggering it with a Fast Battle, then repeating the flow of battle → recover MP with "Mana Theft" → flee.

BOSS Orgus

Giant

LV. 38 HP 6000

Attribute	Slash	Pierce	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Resist	Resist	Resist	—	—	—	—	—	We

Main Skills	Battle Cry (one), deafening roar (all), smashing blow (break), brain sky drop (break・forget), slam (break), scream of the soul (one), Hea Heat Riser (one), Charge (one)

Boss Orgus is also weak to Dark. Basically, keep exploiting his weakness with the Assassin's "Dark Night Sword: Ambush" while steadily lowering his accuracy and evasion as you fight. As a countermeasure to "Roar," which he uses right after the battle starts, it is reassuring to have "Dekunda" or "Maha Rakukaja." Also, if you are hit by "Skullcrusher," you may become Forgetful, so having "Patra" makes you fully prepared. The Assassin's attacks are the key source of damage, so if possible, take on the fight with two Assassins.

↑ On the turn after using "Charge," he uses the area attack "Smash." It is safe if you move to the back row and endure it with defense.

No. 40 Investigation: Find the ingredients for the elixir

Date Issued 07/23	Deadline —	Number of days	3 days
"Client	Exhausted Woman	Difficulty	*4
Rewards	Dragon Blood Sap ×1 30,000 Reeve		

Collect 7 "Dragon Thorn Grass Fruits" in the Gracia Jungle. Once all are collected, the boss Cocasados appears. Since it is weak to pierce attacks, having a Gunner makes this easy. Note that the powerful enemy Manjula that appears on the map is weak to ice attacks.

BOSS Cocathos

Type Giant Bird

LV. 35 HP 4200

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	We	—	—	—	—	None	—	—

Main attacks: Poison Breath (poison), Heavy Smash (strike), Cyclone (wind), Gasyk Skill Low (wind), Death Peck (slash), Lightning Thrust (lightning)

No. 41 Help: Retrieve the deed

Occurrence date 07/23 Deadline	—	Number of days	3 days
Client: Familiar Man Difficulty ★1			
Reward	Chef's Hat ×1, 10,000 Reeve		

Negotiate with the haughty noble at the Balmareno Arena and recover the "deed." After clearing the Tower of Viciousness, talk to him, and if you eventually continue the conversation to "Do you know the Tower of Viciousness?", you will obtain the "deed." After that, deliver the "deed" to the client, the Familiar Man, to clear the request.

No. 42 Exploration
Held by Sergeant Zans
Obtain the key

Date of occurrence —	Time limit 08/12 days	—
Requester	Special Mission Difficulty ☒5	
Reward	—	

Defeat Sergeant Zans in the Caladrius troop compartment and obtain the "Magic Authentication Key: Sergeant's" to clear this quest. It is an automatically triggered quest as you progress through the main story (P. 222), so there is no need to accept it separately. It is easier if you fight while inflicting poison or burn status ailments.

No. 43 Exploration
Obtain the key held by Chief Mechanic Shiba

Date of Occurrence —	Time limit 08/12 days	—
Client	Special Mission Difficulty ☒5	
Rewards	—	

Defeat Chief Mechanic Shiba in the Caladrius starboard corridor and obtain the "Magic Authentication Key: Chief Mechanic's" to clear the quest. It is an automatically triggered quest as you progress through the main story (P.223), so there is no need to accept it separately. Fight while destroying the barrier with the "Destroyer's Hammer."

No. 44 Exploration
Held by Sergeant Grecon
Obtain the key

Occurred on —	Time limit 08/12 days	—
Requester	Special Mission Difficulty	★5
Reward request	—	

This is an automatically triggered quest as you progress through the main story (P.223). It is best to fight while using the Knight's "Knight's Declaration" to taunt the enemy. Defeat Sergeant Grecon in the Caladrius portside corridor and obtain the "Magic Authentication Key: Sergeant's" to clear the quest.

No. 45	Subjugation	Defeat the monster in the arena	
Date of Occurrence —	Deadline —	Number of days —	
Client	Brash Receptionist	Difficulty	★4.5
報酬	25,000 Reeves		

A quest that becomes available after clearing the main operation, "Caladrius Infiltration Operation." Defeat the Rock Manjula at the Balmareno Arena in Brilhaven to complete it. For detailed strategy, refer to (P.262).

No. 46	Exploration	Find the Lost Relic Junk of Fate	
Date of occurrence —	Deadline —	Number of days Half day	
Requester	Newras > Difficulty		★3.5
Reward	Hero's Fruit ×6		

It occurs when you complete "Find the Lost Relic: The Inventor's Will." Obtain relics such as the "Cube Plaster" in the Tomb of Lamentation and deliver them to Newras. Then "Find the Lost Relic: Youthful Folly" will occur.

Quest that occurs during the "Dragon God's Spear Retrieval Arc" period

No. 47		Inquiry: Find ingredients for the withering medicine	
Date of occurrence 08/18	Deadline —	Number of days —	
Client	Eddin	Difficulty	1
Rewards	Secret withering medicine ×1		

A quest that occurs after arriving on Biruga Island and progressing through the main story. Buy the "Thirst Water" sold at the general store in the Royal Capital and deliver it to Edin to clear it. If you use it on the plants blocking the entrance to the Dragon Palace Temple, you will be able to go inside.

No. 48	Help	The mysterious magic device's Handle the appraisal	
Date of Occurrence 08/19	Deadline —	Number of days —	
Requestor: Energetic Woman Difficulty			★1
Rewards: Almighty Crystal ×1, Insight (10), 10,000 Reeve			

Talk to the shop clerk at the magic tool merchant in the Raiken Magic Trading Company in the Royal Capital, and from the menu that appears, select "Talk" and have them appraise the "Unidentified Magic Tool." Deliver the appraisal certificate you receive to clear it.

No. 49	Exploration	Find the materials for the Guiding Doll	
Date of Occurrence —	Deadline 08/30	Number of days Day 1	
Client	Gravelly-voiced old man Difficulty		5
reward),	Fiery Bandage ×1, 22,500 Reeve, Sacred Pill ×1 (2nd Fully Enhanced Magic Food ×1 (3rd reward)		

A quest that becomes available after clearing "Find the Materials for the Withering Medicine," or can be accepted on Biruga Island from 08/20 onward. Deliver the "Ametsu-chi Stone" found in the Dragon Palace Temple.

If you have room, try to obtain them all. The rewards increase depending on how many you obtain. There are 3 "Ame-Tsuchi Stones" in total.

No. 50 defeated		Preventing the funeral rites Defeat the snake-eating monster	
Date of Occurrence —	☐ Deadline 2	Number of days 1 day	
Client	Junah	Difficulty	★5.5
Rewards	Imagination (10)		

This is a quest that becomes available from Junah after clearing "Find the Ingredients for the Withered Remedy," and is completed by defeating Cocasadros at the Ringway Marker. Cocasadros uses "Death Peck," an instant-death attack, targeting allies who do not have "Rakukaja" cast on them. However, if the Commander keeps the effect active with "Maha Rakukaja," you won't be hit. Also, "Chancellor's War Fan" lets you enter battle with "Rakukaja" applied to all allies, so having a Commander equipped with it makes things much easier all at once. After that, a Wizard or similar can simply keep exploiting its fire weakness to defeat it easily. On the way there, many enemies weak to lightning appear, so having a Wizard is reassuring. However, Kapzard Sandro, which launches surprise attacks from underwater, reflects lightning. Its weaknesses are wind and dark, so be careful.

BOSS Cocadolos

Type: Bird monster

LV. 42 HP 6000

Attribute	Slash	Pierce	Blunt	Fire	Ice	雷	Wind	Light	Kh
Affinity	—	—	—	Weak	—	Weak Reflect	—	—	Repel

Mainly Mudodyne (Dark), Mahamudodyne (Dark), Tetrakarn (one), Skill Thunder Thrust (Lightning), Death Peck (one), Blizzardon (Ice)

⬆"Death Peck" can leave you unable to fight in a single hit even when HP is full. Be sure to use "Maha Rakukaja" so you never get hit by it.

No. 51 Subjugation — Take on the Trial: Save Eupha

Date of Occurrence	[Deadline~ —	Number of days	Day 2
Client	Eupha	Difficulty	★6.5
Reward	Wisdom (10)		

A quest that triggers after Eupha joins the party and you speak to Eupha in town. The objective is to head to the Ritual Grounds and defeat Homo Pento. There are many Skeleton-type enemies in the Ritual Grounds, so having Strike-element skills makes it easier. Also, if Leoglyph is in the front row, it will use "Soul's Wail" and launch a series of attacks. It is best to place the entire party in the back row and attack with the Weak-point Pierce element. The boss, Homo Pento, summons a Summon Knight Skelet on the first turn. Summon Knight Skelet will power up Homo Pento with "Vitalja," so take it down quickly with its weakness, Strike. Homo Pento itself also powers up with "Battle Breath," so having "Dekaja" is effective. It specializes in Wind-element attacks, so you'll want to equip gear that raises evasion. "Storm Brio," which can be stolen from Homo Storm that appears in Tatsushuku no Miyako, is recommended.

BOSS Homo Pento — 種 Ningen

LV. 50 HP 5000

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	Weak	—	—	Resist	Weak	—

Main Skill: Soul's Wail (1), Summon (1), Shockwave (Wind), Cyclone (Wind), Battle Breath (-)

↑ It's easier if you have equipment that increases Wind evasion. The Mage resists Wind and is good at Fire-element attacks, so it pairs well with Homo Pento.

No. 52 Wanted criminal — More dangerous than a rogue: One-Eyed Monster

Issue Date	08/19 Deadline —	Number of days	3 days
Requester	Recruitment Office Reception	Difficulty	6.5
Reward	Courage (10), 60,000 Reeve		

A quest to defeat Scioclopos, who is in the bandits' hideout. Goborn-type enemies appear in the bandits' hideout. It has no elemental weakness, but it is vulnerable to status ailments, so fight by inflicting Sleep or Forgetfulness to prevent its actions.

Scioclopos appears together with two Sorcery Goborn Rigo. If you defeat the minions first, it will enter a rage state and start launching consecutive attacks, which is extremely dangerous. Leave one minion alive on purpose and prioritize defeating Scioclopos. It is safer to inflict a status ailment on the minion to stop it from moving. If you have not learned a status ailment attack yet, the Thief skill "Dark Night Sword" is recommended because it can be learned quickly. Note that the Scioclo appearing along the way has the same characteristics. Both are weak to Pierce and Wind, and they specialize in Blunt attacks, so they pair well with Kung Fu Master + "Strong Thrust."

BOSS Scioclopos — Type Giant

LV. 52 HP 4000

Attribute	Slash	Pierce	Blunt	Fire	Ice	Thunder	Wind	Light	Dark
Affinity	—	Weak	—	—	—	Absorb	Weak	—	—

Main Skill: Smash (Strike), Abyss Drop (Strike), Skull Drop (Strike, Forget), Soul's Scream (Single), Charge (Single)

↑ Saioclopos, with its minions defeated, is a threat because it attacks every turn with "Scream of the Soul," increasing its Press Icons to four.

No. 53 Exploration — Find the Lost Relic: Foolish Youth

Date of Occurrence	Term 2 —	Number of days	Half a day
Requester	Nueras	Difficulty	*6
Reward	Hero's Light Leaves ×6		

It occurs when "Find the Lost Relic: Destiny's Junk" is completed. Collect relics such as the "Moss-Covered Pillar" in the Ritual Grounds and the "Parquet Box" in the Bandit Hideout, then deliver them to Nueras to clear it. At the same time, Nueras's rank rises to 4, and "Find the Lost Relic: Technician's Fate" begins.

No. 54 Exploration — Find the Lost Relic: Technician's Fate

Date of occurrence	Second Deadline —	Number of days	Half-day
Requester	Newras	Difficulty	6.5
Reward	Hero Fruit ×8		

Occurs when "Find the Lost Relic: Youthful Impulsiveness" is completed. As before, bring relics such as the "Moss-Covered Pillar" in the Ritual Grounds and the "Parquetry Box" in the bandits' hideout to Nyras to clear it. At the same time, Nyras's rank will become 5, and "Find the Lost Relic: Bitter Memories" will occur.

No. 55 Hunt D[redacted]n the Scoundrel and Avenge the Investigator

Spawn Date 08/19 Deadline — Number of days 3 days

Client: Slumped Man "Difficulty ★6.5 Reward: Hero Root ×3, Courage (10), 60,000 Reeve Defeat Leogron in the Tower of Blind Faith, obtain the "Monster Compendium," and deliver it to the dignified woman at the tower entrance. After that, report back to the client on Virga Island to clear it.

Along the way, there are many enemies weak to pierce attacks, so a gunner is recommended. Also, Cocasados uses "Death Peck," which has a instant-death effect, against allies who do not have "Rakukaja" applied. Defeat it at once with a weakness-targeting pierce attack before it can be used.

Boss Leogron, when in the front row, will use "Soul Screech" to unleash consecutive attacks. Let everyone switch to the back row before entering the battle. Also, "King Griffon's Wings" is a group wind attack and can greatly reduce attack power. Be prepared not only against wind attributes, but also so that you can negate allies' debuff effects with "Dekunda." From the back row, weakness

It would be reassuring to have the sniper Synthesis "Shooting Bullet" that can target it.

BOSS Leogron

Type Giant Bird

LV. 55 HP 5500

Attribute	Slash	Pierce	Blunt	Fire	Ice	Thunder	Wind	Light	Dark
Affinity	—	Weak	Weak	Absorb	Reflect	Resist	—	—	—

Main Skills: Strong Claw (Slash), Griffin Wings (Wind), Griffin King Wings (Wind), Ice Claw (Ice/Freeze), Blizzaton (Ice), Perfect Aim Stance (One), Soul Screech (One), Heat Riser (-)

The Tower of Blind Faith and the Ritual Grounds are always in foul weather. Before departing, ask Edin for help to clear the weather, and then head there to make it easier to clear.

Quests that occur during the "Louis Final Battle Arc" period

No. 56 Assistance Deliver the materials for winter clothing

Occurrence date 09/13 Time limit: half a day

Requester: Well-built man Difficulty ★1 ★1 Reward: Mountaineering Gloves ×1, Compassion (10) 25,000 Reeve Available as a quest in Altaberry on Dia Franco Street.

Purchase the "Tough Spider Silk" in Marva Village and deliver it to clear it. It would be a good idea to buy it while you are on your way to board Loveless's Armored Tank (P.232).

No. 57 Exploration Find the Lost Relic Bitter Memories

Date of Occurrence —	Deadline —	Number of days	Half a day
Client	Newras	Difficulty	★6.5
Reward	Hero's Light Leaf ×8		

Occurs when you complete "Find the Lost Relic: The Fate of a Technician." Obtain relics such as the "Rock with a Handle" in the Everfrost Grove. Return to town and head to Nuras the next day or later at night to report to clear it.

No. 58 Bounty Target White Beast of the Frozen Forest

Occurrence date 09/13 Deadline — Number of days 1 day

Client Recruitment Office Reception Difficulty ★7

報酬 Courage (10) 80,000 Reeve

After the operation "Prepare for the decisive battle with Louis" occurs, this is a quest that can be accepted at the Recruitment Barracks. It is cleared by defeating the Ice Beast Kimenzaan in the Frostbound Forest. The enemies that appear in the Frostbound Forest are generally weak to Fire. However, be careful, as the Nightglow Butterfly Papilmas is weak to Wind and Dark and reflects Fire. Of the five Snow Worms Valmo that appear, if you defeat three of them, you will then be thrown into a boss battle.

The Ice Beast Kimenzaan appears together with Montario Army Spearmen. The Montario Army Spearmen use "Magic Reflection of the Magic Path" on the Ice Beast Kimenzaan, and when the Ice Beast Kimenzaan's HP gets low, they self-destruct with "Sacrifice of Life" to fully restore the Ice Beast Kimenzaan's HP. It is wise to take advantage of its weakness to Strike and defeat them first. The Ice Beast Kimenzaan uses Ice and Slash attacks, so it would be good to assemble a party of Berserker, Strategist, and Masked Dancer, who do not mind either attribute.

BOSS Ice Beast Kimenzaan

Type Beast

Wave. 56 hip 5500

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	Weak	Absorb	無	55	—	—

Main Skill: Battle Breath (I), Gabrizaton (Ice), Rending (Slash), Me Gidra (Dark)

The Ice Beast Kimenzaan can be stolen from to get the "New Moon Hair Ornament," which grants immunity to charm. You can get up to two in total including the drop, so be sure to steal it.

No. 59 Subjugation — At the Tower of Insolence: Defeat the ones that dwell there

Date of Occurrence	09/13	Deadline	—
Number of days	1 day		
Client: Troubled Seykyo Soldier		Difficulty	*7.5
Rewards	Courage (10) 55,000 reeve		

This is a quest that can be accepted in the plaza in front of the opera house in Altabury. Just defeat the Geocyclops in the Tower of Insolence and then report back to the requester. Since the Tower of Insolence has many enemies weak to strike-type attacks, it is easier if you have artillerymen or knights. Also, there are many enemies from whom you can steal powerful crystal-type weapons, so it would be a good idea to steal them before defeating them.

The Geocyclops summons another Geocyclops on its first turn. If you defeat either one first, it will launch a series of attacks with “Soul’s Shriek,” making it extremely dangerous. Adjust their HP so you can defeat both at the same time in the same turn. It also inflicts charm with “Bewitching Evil Eye,” so it is a good idea to prepare anti-charm measures as well. Also, if you use things like the Jester’s “Prank” and greatly raise your attack power on the first turn, you can even defeat it before it uses “Summon.” Another option is to pile on weakness hits and aim for a quick finish.

BOSS Geocyclops — 種 Giant — LV. 58 HP 5000

Attribute Affinity	Slash	Pierce	壊	Fire	Ice	Lightning	Wind	Light	Dark
	—	Weak	—	—	—	Absorb	Weak	—	—

Main Skills: Soul’s Cry (one), Summon (one), All Reset (one), Charge (one), Bewitching Evil Eye (lure), Smash and Break (smash), Soul’s Shriek (one), Rampage (smash), Candeon (lightning), Breath of Battle (one)

⬆ Because it is important to defeat them at the same time, the sniper skills “Rapid Fire” and “May Rain Shot” are effective. Adjust the enemies’ HP and take them out simultaneously.

No. 60 Subjugation — Defeat the candidate Milo

Date of Occurrence	—	Deadline	—
Number of days	Day 1		
Client Former Candidate Loveless		Difficulty	6
Reward	Complete Magic Food ×1, 40,000 Reeves		

Go in the armored tank to defeat Milo. The all-target charm attack "Tempting Breath" can be nullified with the "New Moon Hair Ornament" that can be stolen from the Ice Beast Kymenzan, so it would be a good idea to challenge the "White Beast of the Frozen Forest" first.

BOSS Avatar of Beauty Milo — 種 人 — LV. 55 HP 8000

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	雷	Wind	Light	Dark
	—	—	—	Weak	Weak	Weak	Weak	—	—

Main Skills: Magic Reflect (-), All Magic Boost (I), Enticing Breath (Charm), Magic Miracle (I), Magic Omnipotence (10,000), Magic Inferno (Fire) Magic Great Ice Chunk (Ice), Magic Lightning Flash (Lightning)

Quests that occur during the "Sky Giant Face Strategy Chapter" period

No. 61 Subjugation — Approaching Martira: Defeat the threat (※1)

Date of Occurrence	—	Deadline	—
Number of days	Half a day		
Requester	Bardon	Difficulty	★6
Reward	Courage (10)		

A quest that occurs after Bardon's Rank 6 event. Talk to Bardon in the Martira Street Plaza, and clear it by defeating the Great Sand Worm Homo Butera. The Great Sand Worm Homo Butera's "Sandstorm" is a dangerous skill that damages all allies while lowering accuracy and evasion. To avoid losing opportunities to attack, fight while immediately nullifying the effect with "Dekunda." Also, prepare for its all-target Crush attack "Sweeping Slash" by avoiding Archetypes that are weak to Crush. In general, you will deal damage by exploiting its weak Ice attribute, but when its HP gets low, it will burrow underground with "Burrowing Underground" and use the powerful all-target Crush attack "Sudden Emergence" on the next turn. To prepare for the next turn's attack, if it uses "Burrowing Underground," it is safest to move everyone to the back row and focus on guarding. Since the boss is at a relatively high level of 60, it is better to challenge it in the latter half of the main story.

BOSS Great Sand Worm Homo Butera — 種 Ningen — LV. 60 HP 12000

Attribute Affinity	Slash	Piercing	Crush	Fire	Ice	雷	Wind	Light	Hell
	—	—	—	—	55	—	—	—	—

Main attacks: Bite (Crush), Sweeping Slash (Crush), Sandstorm (All), Burrowing Underground (Single),
Skill: Sudden Emergence (Crush)

⬆ While it is underground with "Burrowing Underground," all attacks will miss. Hold off on attacking, and recover HP or defend to prepare for its attack.

*1: Approximate occurrence period. May vary depending on progress.

No. 62	Assistance: Deliver the hot spring water	
Date of Occurrence 09/26	Time limit: half a day	
Client	Soft-spoken Merchant	Difficulty ★1
Rewards	Elixir Panacea ×1, 20,000 Reeve, Golden Bug ×1, Prince's Embrace ~Forest Scent~ ×1	

At Altaberry, receive the "empty bottle" from the client on the upper level of the Azure Bridge. Next, go into Altaberry Hot Springs on the lower level of the Azure Bridge, and deliver the "bottle with hot springs water" to the client to clear it. The hot springs are open only at night, so it would be best to go when you have free time at night.

No. 63	Help	Further delight the chef / Deliver one dish
Occurrence Date 09/26	Deadline —	Number of days —
Client	Elegant Woman "Difficulty ※1	
Reward	Legendary Boss ×1, Persuasion (10) 22,500 Reeve	

This quest becomes available in the capital after clearing "Deliver a dish that will impress the chef," and you can clear it by cooking "Fluffy Honey Sweets" and delivering them to the client. The ingredient "White Peach Turnip" can be bought from the butcher on Virga Island, "Altaberry Wheat Flour" can be obtained from the water seller in Maruve Village or in front of the Cathedral in the Capital Regalis, and "Honey Bee" can be obtained from the campfire on the Armored Tank (night only).

No. 64	Chief of the Pure Gold Camp	Manifestation of the forest seething with hatred
Occurrence Date 09/26	Deadline —	Number of days 2 days
Client Recruitment Office Reception Desk	Difficulty	*7
Rewards	Courage (10) 75,000 Rheeb	

A quest whose objective is to defeat Ordeimos on the Abandoned Road. If you defeat three Rigopetias that appear in the dungeon, you will immediately enter a boss battle. Rigopetia's weakness is Ice, and it nullifies Wind, so be careful. The boss, Ordeimos, is an enemy whose only weakness is Dark. Since it has resistance to physical attacks, it is easier to fight with an Assassin or Warlock who excels at Dark attacks. It uses Crush, Fire, and Lightning attacks, but the most dangerous are the powerful attack-boosting combos such as "Soul Cry," "Battle Breath," and "Charge." You may take heavy damage on the next turn, so defend from the back row. Also, if you negate the effect of "Battle Breath" with "Dekaja," its next-turn action will be left wide open. The item "Undoing Talisman" can also cancel it in the same way, so watch the enemy's actions and prevent the combo that starts with "Soul Cry."

BOSS Ordemos

Type Giant	LV. 63	HP 8500

Attribute Affinity	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
	Resist	Resist	Resist	—	—	Weak	—	—	55

Main Skills: Battle Cry (1), Smash and Crush (Crush), Deafening Roar (Cast), Kandeon (Lightning), Fiery Strike (Fire), Soul Cry (1), Battle Breath (1), Charge (1), Charge Rampage (1)

⬆ If you can cancel the effect of "Battle Breath," the next turn's attack will become "Charge Rampage," and it will do nothing else.

No. 65 Subjugations	Run wild / Stop Hyperic (※1)	
Date of Occurrence —	Deadline 2	Number of days 1 day
Client	Eupha	Difficulty *7.5
Rewards	Persuasion (10)	

This quest occurs after Eupha's Rank 6 event, and your objective is to defeat Hyperick at Mt. Ulkano. Most enemies in Mt. Ulkano are weak to Ice, but only the Skull Gelatinos is weak to Lightning and Light. Since many enemies resist physical attacks, Archetypes such as Commander, Summoner, and Mage are recommended for the journey.

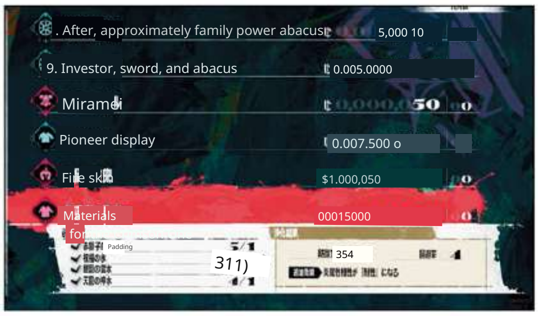
Boss Hyperick excels at all-target magic attacks. He also uses skills such as "Magic Path of the Netherworld" and "Magic Path of the Holy," so be careful not to have your weakness exploited. Also, when his HP gets low, he will start using "Curse Word," which has a certain chance of inflicting Curse, so make sure to inherit "Patra." His attack power isn't very high, so if you further reduce it with "Tarunda," you should be able to defeat him easily. Since he has no elemental weakness, it's easier to fight while inflicting weaknesses through skills or synthesis.

BOSS Mad Priest Hyperick

Type Human	LV. 65	HP 12000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—	—

Main Skill: Magic Path of All (All), Magic Path of the Netherworld (Dark), Magic Path of the Holy (Light), Curse Word (Curse)



⬆ The "Red Lion Breastplate" that can be stolen from the lava manzura along the way will become the "Crimson Rock Breastplate," which has fire resistance, when purified.

*1: Approximate occurrence period. May vary depending on progress.

No. 66	Explora	Find the legendary weapon
Occurrence Date 09/26	Deadline —	Number of days 1 day
Client	Armored man	Difficulty ☒7.5
Reward	Legendary greatsword? ×1, Insight (10), 30,000 Reeve	

Get the "Rusty Greatsword" in Mount Urukano and deliver it to the heavily armored man in the capital's back alley to complete it. It would be a good idea to pick it up while taking on "Stop the Rampaging Hyperic" (P.256). As a reward, you'll receive the "Legendary Greatsword?", but at the moment you accept it, it changes into the warrior-only weapon "Greatsword of Longing," which increases the power of Zynthesis and MP consumption.

No. 67	Help	Fulfill Alonzo's wish (※1)
Date of Occurrence —	Deadline 2 —	Number of days —
Client	Dachuram	Difficulty 1
Reward	—	

Occurs after Alonzo's Rank 8 event. Go to the Fisherman's Inn Plaza in Brilehaven at night and talk to Dacchuram to clear it. You will head to Alonzo's hometown to donate his wealth. When you return to Brilehaven from the village, an event will occur in which you reunite with Alonzo. It doesn't take any time, so it would be a good idea to complete it before doing other things.

No. 68	Bounty Target	The Phantom Bird That Dwells in the Heavens
Occurred 09/26	Deadline —	Number of days 1 day
Requester Mercenary Barracks Reception	Difficulty	☒8
Reward	Courage (10) 、105,000 reeve	

Defeat Kocamordos in the Heavenly Being's mansion to clear it. Along the way, many enemies weak to piercing and fire属性 will appear, so Cannoneers, Mages, and Masked Dancers are recommended. In particular, the Sniper's "Rapid Fire" excels when multiple enemies such as Furious Bird Corvosta appear. The dungeon is easy to get lost in, and you cannot proceed until you activate the device at the back. There are many hidden passages you can slip through, so explore carefully while paying close attention along the walls. Fast Battles will also be easier with a Cannoneer. The boss, Kocamordos, is weak to ice and piercing, so Archetypes in lines such as Knight or General are recommended. Kocamordos uses the instant-death attack "Death Peck" against allies who are not under "Rakukaja." Use "MahaRakukaja" and keep all allies in a state of increased defense at all times. Be especially careful on the turn after it uses "Vidarda."

BOSS Kokamordos | Type: Bird monster | LV. 67 | HP 11500

Attribute	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	Weak	—	Absorb	Weak	—	—	—	—

Mainly Dark Breath (Dark), Mudodyne (Dark), Gaboatt (Fire) Vidadal Skill (One), Death Peck (One)

⬆ Kocamordos is also skilled at fire attacks. If you challenge it with the fire-resistance gear you have obtained so far, the fight should become easier.

No. 69	Bounty Head: The Fanatics Praying for the End	
Date Issued 09/26	Deadline —	Number of days 1 day
Requester Mercenary Barracks Reception	Difficulty ☒8.5	
Reward	Courage (10) 、115,000 Reeve	

Defeat Bandit Leader Sistas in the Unidentified Ruins. Along the way, many enemies are weak to piercing and strike, so it pairs well with Fighters and Berserkers. Some treasure chests may turn out to be Death-Box Imitzoro in disguise, so distract them with "Gold Attack" while preparing for a furious assault with enhancement skills.

Bandit leader Sistas appears simultaneously with two bandits. If you defeat the escorts, he will call for allies with "Summon," so keep only one alive while drawing attention with "Gold Attack." It is also effective to inflict Oblivion with "Dark Night Sword."

After defeating Bandit leader Sistas, Homo Sandro appears next. After powering up with "Breath of Battle," he repeatedly uses lightning and strike-based attacks as his main offense. If you negate his buffs with "Dekaja," he will immediately use "Breath of Battle" again, so fight while lowering his stats by two stages with "Bi-" and "Dalda," and the like.

BOSS Bandit Leader Sistas | Type: 人 | LV. 67 | HP 8000

Attribute	Slash	Piercing	Fire	Ice	Thunder	Wind	Light	Dark
Affinity	—	—	—	—	—	—	Weak	Null

Main Skills: Rampage (Blunt), Skull Drop (Blunt·Forget), Ice Strike (Ice·Freeze), Slow Magic Circle (Single), All-Purpose Magic (All), Soul's Cry (Single), Summon (Single), Magical Power Charge (Single), Abyss Drop (Blunt)

BOSS Homo Sandro | 種 Ningen | LV. 69 | HP 8000

Attribute	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	Dark
Affinity	Weak	Weak	—	—	Repel	·	Endurance	—	

Main Skills: Breath of Battle (1), Crush (Strike), Earthly Stamp (Strike), Hyper (1), Kandeon (Lightning), Gakandeon (Lightning)

*1: Approximate occurrence period. May vary depending on progress.

1 GAME SYSTEM
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Story Walkthrough

Quest Walkthrough

No. 70 Subjugation: Become the "Champion" of the Arena

Date of Occurrence	—	Deadline	—	Number of days	Half day
Client	Brash Receptionist	Difficulty	*7.5		
Rewards	World Tree Crown ×1, 90,000 리브				

Occurs when you achieve Gold Rank 1 in the Colosseum ranking battle. If you defeat Gpautauron, which appears in the final battle, within 2 turns, it will be cleared. If you aim for a critical hit with the protagonist's "Royal Sword" + "Rebellion," a 1-turn clear is not impossible. For a detailed strategy, please refer to Colosseum Walkthrough (P.262).

No. 71 Exploration: Find the Lost Relic: Dream Origin (※1)

Date of Occurrence	—	Deadline	—	Number of days	Half a day
Client	Newras	Difficulty	☒7.5		
Reward	Heroic Light Leaf ×10				

Occurs when you complete "Search for the Lost Relic: Bitter Memories." Obtain relics such as the "Patchwork Sphere" in Mt. Vulcano and deliver them to Neuras to clear it. The timing when you can give them to Neuras is limited to nights while traveling on the armored tank, so hand them over while traveling to a dungeon that takes several days or during camp after clearing a dungeon.

No. 72 Subjugation: Take Back the Stolen Relic

Date of Occurrence	—	Deadline	—	Number of days	Half day
Client	Newras	Difficulty	*7.5		
Rewards	Hero's Jade Root ×5				

Occurs after clearing "Search for the Lost Relic: The Origin of Dreams." First, ask the cathedral guard standing in front of the enlistment office near the Great Cathedral in the Royal Capital Regalis for information about the culprit who stole the relic. After that, head to Jin's armored tank by armored tank, and all you need to do is defeat Mountain Man Jin. Mountain Man Jin appears with a hired spearman weak to Fire and a hired mage soldier weak to Lightning. When his own HP falls below half, he continues restoring the party's HP with "Arcane Grace." It is hard to defeat him while his minions remain, so take them out first. He also uses "Arcane Slow Field" to lower hit and evasion rates, so having "Dekunda" is reassuring. He may also use status-infliction skills such as Curse and Charm. It would be a good idea to inherit "Patra" just in case. Mountain Man Jin has no weakness, so battles become easier if you grant him one with a skill.

BOSS Mountain Man Jin

Type: 人

LV. 65 HP 12500

Attribute Affinity	Slash	Pierce	壊	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	—	—	—	—	—	—

Main Arcane Slow Field (1), Arcane Grace (1), Great Strike (Crush), Curse Skill Needle (Pierce, Curse), Enchanting Lipstick (Charm)

The surrounding soldiers can be inflicted with status ailments. It would be good to make use of skills that can inflict burn, such as "火陣計," while also striking weaknesses.

No. 73 Subjugation: Stop the Rampaging Binka

Date of Occurrence	—	Second Deadline	—	Number of days	Half day
Requester	Basilio	Difficulty	*6.5		
Reward	Composure (10)				

This quest becomes available after Basilio's Rank 7 event.
During the day, speak to Basilio in town, and your objective will be to go defeat Binka. Once you proceed with the conversation, you will immediately be thrown into battle with Binka, so make sure you prepare thoroughly before talking to him. Binka is an enemy that excels at Blunt-type attacks, and he also uses "Thunderous Roar," so you will want to prepare for distraction as well. In addition, he has resistance to physical attack types such as Slash, Pierce, and Blunt, and has no weakness, so it will be easier to fight if you use skills that can inflict a weakness. Since his attack power is high and he repeatedly uses all-target attacks, keep the defense of the entire party raised at all times with "Maha Rakukaja," while lowering Binka's attack power with "Tarunda." Note that Basilio is forced to participate in the battle against Binka, but he can be swapped out during battle.
Clearing this quest will raise Basilio's Supporter rank to 8.

BOSS Murderer Binka

Type: Human

LV. 66 HP 15000

Attribute 溶性耐耐耐	Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Hell
				—	—	—	—	—	—

Mainly Abyss Drop (Break), Smash to Pieces (Break), Rampage (Break), Ear-splitting skill: Fierce Roar (Support)

⬆To advance the quest, Persuasion 5 is required. If you choose "You should know," you can go to Binka.

*1: Approximate occurrence period. May vary depending on progress.

No. 74 Investigation: The Mad Dragon's Prank

Date of Occurrence 09/26 Deadline — Number of days 1 B

Client: Talkative Mutsutari "Difficulty 9.5 Reward: Three Dragon Pillar Clothes or Three Dragon Pillar Garment or Three Dragon Pillar Armor (1) This quest can be accepted from the talkative Mutsutari in the Fisherman's Inn Square in Brilehaven, and is cleared by defeating the One Who Devours Civilization in the Tower of Malice. By the way, Homo Luano that appears on the upper floors is weak to Slash damage.

BOSS The One That Devours Civilization

Dragon kind

LV. 70 HP 25000

Attribute Affinity	Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	·	Repel	—	—	—	—	—

Main Skills: Great Reverse Scale (1), Powerful Claw (Slash), Binding Claw (Slash/Paralysis), Crushing Tail (Smash), Great Fireball (Fire/Fire), Inferno Breath (Fire/Fire), Ice Blossom Breath (Ice/Freeze), Extreme Dragon's Great Roar (1), All Reset (1)

Attack Patterns and Countermeasures

On odd-numbered turns, it repeats a set pattern of physical attacks with its claws and tail, while on even-numbered turns it uses fire- and ice-element attacks. Since it frequently inflicts status ailments such as paralysis from "Binding Claw," burn from "Great Fireball" and "Inferno Breath," and frostbite from "Ice Blossom Breath," be sure to prepare a way to cure status ailments. It is reassuring to make several "Rabbit's Cuckoo Stew" dishes that can cure status ailments for the entire party.

Also, if even one ally has an effect such as reflection or nullification granted by equipment or skills, it will use "Extreme Dragon's Great Roar," which increases the Press Icon count to 8. For elemental attack countermeasures, it is important to stop at resistance rather than aiming for full immunity.

Recommended Archetypes are a lineup such as the high-attack Prince or Berserker, and the dependable Paladin on the defense side. Also, as a support role, make sure to have one ally who can use "Maha Sukukaja" and "Sukunda."

How to fight

On odd-numbered turns, the decoy should absorb attacks with "Knight's Declaration," and on even-numbered turns, you want to spend the Civilization-Eater's Press Icons by aiming for evasion with fire-element gear + "Maha Sukukaja" + "Sukunda." Create a state where you can keep triggering "Mad Destruction" with Berserker to constantly hit weaknesses. Since it uses "Great Reverse Scale," you also want to strengthen your defenses with "Maha " and "Rakukaja," among others.

On odd turns, the all-target attack "Break Evasion is also reassuring. It may also use "Crushing Tail." Smash attribute

No. 75 Investigation: Graveyard of Heroes

Occurrence Date 09/26 Deadline — Number of days Day 1

Requester Eddin "Difficulty ★9.5 Reward: Three Dragon Pillars Robe or Three Dragon Pillars Garb or Three Dragon Pillars Armor (※1) You can accept this quest by speaking to Eddin on Virga Island. Clear it by defeating the one who has devoured the scorching heat in the Tower of Blind Faith. It is always stormy there, so it would be better to ask Eddin to control the weather before taking on the challenge.

BOSS: The One Who Consumes the Scorching Heat

Type 竜

LV. 70 HP 25000

Attribute Affinity	Slash	Pierce	壊	Fire	Ice	Lightning	Wind	Light	Dark
	—	—	—	Absorb	—	—	—	—	—

Main Skill: Great Reverse Scale (One), Fierce Claw (Slash), Flame Claw (Fire/Flame), Infernal Breath (Fire/Fire), Pillar of Destructive Flames (Fire/Flame), Crushing Tail (Break), Roar (One), Steal Soul Flame (Charm), Burn to Ashes (Fire) Supreme Dragon's Great Roar (One)

Attack Patterns and Countermeasures

The must-have countermeasure is preventing charm from "Flame of Soul Theft." I want to equip everyone with one of the following for full protection: "Crown of the World Tree," "New Moon Hair Ornament," "Narcissus Brooch," "Queen's Jewel Fan," or "Rainbow Butterfly Robe." Also, the "Burn to Ashes" used on the turn after "Flame of Soul Theft" deals a guaranteed 9,999 damage, so fire immunity is also essential. The easiest option is the Jinteze "Magic Guard" that can be used by the Paladin and others. If you reflect or absorb "Burn to Ashes," they will use "Great Roar of the Supreme Dragon," so limit your countermeasures to nullification only. The recommended Archetype is the Prince, who can be expected to deal massive damage with the "Dragon-Slaying Sword." For support roles, Paladin and Persona Master. As supplementary damage dealers, Archetypes that can withstand slash and strike damage, such as Destroyer or Swordsman, who can inflict weaknesses while dealing heavy damage, are reliable.

How to fight

It has a tendency to always try to keep its attack power raised by three stages with "Great Reverse Scale." If you use combinations such as "Dekaja," "Vidalda," or "War Cry," you can make it use "Great Reverse Scale" twice on the next turn, allowing you to keep lowering its defense. When the one that devours searing heat gets low on HP, it will use "Burn to Ashes" more frequently. Aim for a critical with "Royal Sword" from "Rebellion."

Fire attribute reflection on equipment can be overwritten by "Ma It can be overwritten with "Magic Guard." Keep that in mind.

※1: Rewards vary depending on the clear order of "Mad Dragon's Prank," "Graves of Heroes," and "Legacy of the Previous World."

No. 76 Investigation Legacy of the Previous World

Occurrence Date 09/26 Deadline — Day 1

Client: Angry Mutsutari "Difficulty ★9.5

Reward: Three Dragon Pillar Outfit or Three Dragon Pillar Garb or Three Dragon Pillar Armor (※1)

BOSS: The One Who Has Been Consumed by the Poison of the Stars | Type: Drago

LV. 70 HP 20000

Attribute	Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Weak	Weak	Weak	Weak	Weak	Weak	Weak	Weak	Weak

Main Skills: Swirling Miasma (all), Great Reverse Scale (all), Resentful Claw (all), Purple Venom Claw (Slash/Poison), Poison Tail (Bash/Poison), Black Howl (Curse), Evil Venom Breath (Dark), Roar (all), All Reset (-), Dekunda (-), Supreme Dragon's Great Scream ()

This quest can be accepted from Angry Mutsutari at Blue Sky Bridge in Altaberry. The objective is to defeat the one who has been consumed by the poison of the stars in the Tower of Insolence. As with the Tower of Blind Faith, if the weather is bad, it is best to have Edin change the weather before heading there. Attack tendencies and countermeasures

The attack you need to be most careful of is "Black Howl," which inflicts curse on everyone. Be sure to equip everyone with curse immunity. Also, many of its attacks have the effect of inflicting severe poison, so it is reassuring to make some "Rabbit Detox Roast."

The one who has been consumed by the poison of the stars will always use "Swirling Miasma" on its first turn. This causes the party's maximum HP to drop to 300. This effect cannot be removed

cannot be done, and the longer the battle drags on, the more difficult it becomes, so the key is to defeat it in as few turns as possible. Recommended options are the Prince, or the Dragnar, who can attack while ignoring resistances. Persona Master, which makes it easy to boost damage, and Dark Knight, which has resistance to Dark and can exploit weaknesses with elemental attacks, are also viable. Archetypes with resistance to Bash and Dark are recommended.

It also affects allies. Because it affects the entire field, keep your distance. "Whirling Miasma" is this battle's...

Be careful, as it will become a guaranteed critical hit if you are afflicted. "Resentful Fangs" inflict a status ailment

How to fight

The one who has consumed the Poison of the Stars reflects all elemental resistances, so skills that ignore resistances, or Almighty-element attacks, are effective. Basically, you'll want to fight using the Prince's "Royal Sword" as your mainstay. The thing to watch out for is skills that raise or lower stats. If you simultaneously meet the conditions of three stages of ally buffs and three stages of enemy debuffs, it will use "Great Dragon's Roar," which adds eight Press Icons.

Use two-stage skills such as "Bidalda," "Ward Formation," and "Fighting Spirit Formation" to fight while adjusting so you don't boost effects too much. Also, the heavy-damage "Venom Breath" becomes more frequently used the lower the Poison of the Stars user's HP gets. To avoid being knocked out at an unexpected moment, it's a good idea to keep HP as high as possible.

↑ If your rank with Cazelina is 7 or higher, "Resolve to Fight Together" will activate at the start of battle, making the battle easier.

↑ If you inflict a weakness with "Black Dance," you can keep exploiting that weakness afterward with "Knight of Darkness's Hammer."

How to defeat it efficiently

Thanks to Cazelina's support, the Poison of the Stars user's HP is effectively 15,000, so if the protagonist has a reasonably high "Strength," it's possible to defeat it in one turn. The party should consist of the Prince equipped with the "Dragon Slayer Sword" and one Masked Dancer. First, have the Masked Dancer use "Jester's Prank," and retry until the number of Press Icons increases by 3 to 4. The protagonist should raise critical rate with "Forge and Polish" and "Adversity's Fighting Spirit," then, after using "Hero's Proof" and "Hero's Shout," spam "Royal Sword."

Meanwhile, after allies use "Bidalda" once, support damage increases every turn with "Masquerade Charge." The key is to increase the number of rotations of "Royal Sword" by forming a party of two. Even if you can't finish it off in one turn, the Poison of the Stars user's first turn is spent on "Whirling Miasma" or "Great Reverse Scale," leaving no opening to attack. If you can finish it off on the second turn, a no-damage victory is also possible. Of course, make sure both members are equipped with the "Manual for Rationalists."

※1: Rewards vary depending on the clear order of "Mad Dragon's Prank," "Graves of Heroes," and "Legacy of the Previous World."

No. 77 Investigation Source of Power

Date of Occurrence	—	Time Limit 2	—	Number of days	Day 1
Client	—	"Difficulty	9.5		
Rewards	A sword entrusted with the power of dragons				

It occurs when you clear all of "The Mischief of the Mad Dragon," "The Graveyard of Heroes," and "The Legacy of the Previous World." Clear it by defeating the one who devours the souls of all people in the deepest part of the Dragon Palace Temple. You can get there quickly from the Magla hole on the approach to the platform.

Battle Rules

There are special rules for battles against the one who devours the souls of all people, and if you are equipped with gear that grants certain effects such as reflection or absorption, they will repeatedly cast "End King Magic: Armageddon," resulting in a game over. Do not equip "Asha's Mirror of Reflection," "Atilt's Mirror of Reflection," "Hero King's Finger Ring," "Flame God's Red Tabi," "Ice God's Blue Tabi," "Thunder God's Yellow Tabi," or "Wind God's Green Tabi."

If you are hit with "Final King Magic: Armageddon," review your equipment and try again.

BOSS: The one who devours the souls of all people, type Unknown

LV. 75 HP 30000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
	—	—	—	-	-	-	-	—	—

Main Skills (red text indicates skills used with priority)

[Seeker] Adventurer's Curiosity I, Heat Riser I, Cyclone (Wind), Gacyclone (Wind), Trial of Exploration (All), Flame of Exploration (Fire), Emerald Whirlpool (Wind)

[Warrior] Concentration I, Sword Mastery I, Raise Slash (Slash), Karamidashi (Slash), Space Slaughter Technique (new), Wind Blade (Wind), Thunder Blade (Thunder)

[Knight] Knight's Defense I, Shield Arts (Strike), Fierce Charge (笑), Justice Hammer (Pierce), Magic Knight's Hammer (Thunder), Holy Knight's Hammer (Light), Dark Knight's Hammer (Dark)

[Thief] Substitution Technique I, Fury Cart Technique, Midnight Sword: Oborozuki (Slash), Illusion (Slash), Assassination (Dark), Mahmudon (Dark), Life Theft I, Magic Theft I, Fire Escape Technique (Fire・Flame), Ice Escape Technique (Ice・Freeze)

[Mask Dancer] Crimson Flame Blossom (Fire), Furious Thundercloud Dance (All), Sweeping Emerald Dance (All), Purifying Light Dance (All), Blazing Hellfire Dance (All), Freezing Azure Dance (All), Black Dance (All)

[Summoner] Dragon God Summon (Fire), Fallen Angel Summon I, Demon King Summon (All・Curse), Griffin Summon (Wind), Undead King Summon (Dark), Night Demon Summon (Ice・Freeze), Oni God Summon (Thunder), Beast Demon Summon (Fire・Flame), Divine Demon S

[Berserker] Battle Cry (Pierce), Hyper (Pierce), Rampage (Break), Frenzied Cleave (Slash), Rampaging Thrust (Pierce), Madness of Destruction (Break), Thunder Break Axe (Thunder), Wind Breaker (Wind), Shining Crusher (Light)

[Sovereign] Proof of Heroism (Pierce), Royal Sword (All), All Reset (Pierce), Hero's Fatal Stroke (Slash), Spotless Radiance (Light)

Attack tendencies and countermeasures

The one who devours the souls of all people changes modes every turn. It switches modes in this order: Seeker, Warrior, Knight, Thief, Masked Dancer, Summoner, Berserker, and Sovereign. In particular, from the Knight mode onward, it begins using skills that inflict weaknesses, so continue by striking the weaknesses that were applied. Battle strategy

It uses … . In addition to inflicting weaknesses, it also has many attacks that inflict status ailments, so you'll want to prepare "Rabbit Simmered in Starch." Also, assuming the battle turns into a long one, it's reassuring to have items like "Destroyer's Hammer" and "Resetting Talisman" that can cancel buff effects.

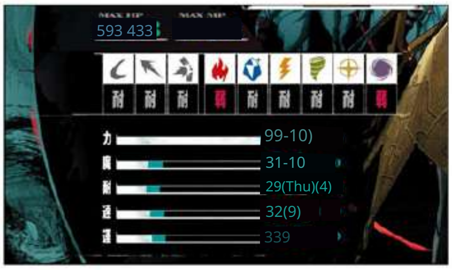
As attacks intensify later on, you want to defeat it by at least before the Thief mode turn. The recommended party is Prince, Dark Knight, Destroyer, and Persona Master. Equip everyone with the "Guidebook of Rationality" to increase the rate of Synthesis. The Prince should deal massive damage with "Royal Sword," the Dark Knight with "Dark Knight's Hammer," and the Destroyer with "Madness of Destruction," each strategy inflicting weaknesses while striking them. Since the Devourer of All Souls will not use a skill that cancels buffs for a while, "Vidal

Also effective. The Persona Master should always keep the whole party in the Charge state with "Masquerade Charge." If you can't defeat it before it switches into Thief mode, stay in the back row and focus on defense and healing so your newly inflicted weaknesses won't be exploited, and hold out until it becomes the Seeker's turn again. Also, when the HP of the All-Devouring One drops below 25%, it will increase the Press Icons by 4 with "Hero's Cry." Since its attacks become more intense, when its HP gets low, use "Hero's Cry" or "Jester's Prank" as well to finish it off in one go. To avoid having your attacks evaded, in any case

Skills that boost damage, such as "Dan" and "Formation of Aura"

fight while nullifying the enemy's buffs.

In the case of the above recommended party have your allies defend. In that case, to prepare for "Lightning Blade," those weak to lightnir



If a weakness has been inflicted, the menu Open it and check your allies' stats It is safe to do so.

Arena Strategy

The arena in Bryhaven is a facility where you can enjoy testing your skills. In addition to receiving special rewards depending on how you win, you can also earn a large amount of EXP and MAG in half a day.

About rank battles

The arena is a facility in Bryhaven, and this

It becomes available after clearing Operation "Caladrius Infiltration Operation" (P.220). It is a facility where you can receive rewards by winning battles under various conditions. The battles held in the arena are broadly divided into two types. One is rank battles, where you gain a rank each time you win a battle, and the other is consecutive battles, in which you can challenge up to 30 battles in a row. First, win the certification battle so you can challenge rank battles.

The arena is open day and night except during bad weather, so you can challenge it twice a day. Use your free time to test your skills.

Types of rank battles and rewards

Rank	Enemy Level	Battle format and conditions	Rewards
Certification Trial	33	Command Battle (within 3 turns)	—
Bronze 3rd Rank	35-38	Command Battle	Jellyfish-Repelling Gloves, Courage +10
Bronze 2nd Rank	35	Fast Battle	Blessed Water ×10, Graceful Spirit Water ×5, Heavenly Dragon Divine Water ×2, Courage +10
Bronze 1st Rank	38	Command Battle (protagonist alone)	Lucky Gauntlets, Rainbow Bath Salts, Courage +10
Silver 3rd Rank	45	Command Battle	Resurrection spell device, Courage +10
Silver 2nd Rank	45	Fast Battle (time limit: 1 minute 30 seconds)	Hero's Jewel Root ×5, Courage +10
Silver 1st Class	50	Command Battle (2-person party + melee only)	Izayoi Medallion, Chain of Bonds, Courage +10
Gold 3rd Class	60	Command Battle (protagonist alone)	Jade Sword, Courage +10
Gold Class 2	62	Fast Battle (Clear Without Taking Damage)	Hero's Jewel Root ×10, Courage +10
Gold Rank 1	75	Command Battle	Book of a Desperate Gamble, General's Sash, Courage +10
Final Battle	70	Command Battle (Within 2 Turns)	—

Certification Trial

Rewards	—
Enemy List	Rock Manjura

Your opponent in the certification match is Rock Manjura. If you cannot defeat it within 3 turns, you will be disqualified even if you win this battle. Its only weakness is Crush, so it is easy to fight if you have two martial artists, such as a Monk and a Kung Fu Master. Attack while exploiting its weakness with moves like "Straight Punch" and "Breaking Fist," and have a Healer recover the HP you spend. Rock Manjura is good at Pierce attacks as well as status ailment attacks, so it is easier to fight if you have a Knight use "Knight's Declaration" to create a decoy so your martial artists are not targeted. Keep striking its weakness to increase the number of attacks you can make.

BOSS Rock Manjura

Type Demon Beast

LV. 33 HP 2500

Attribute	Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Res	Res	Weak	無	—	—	—	—	—

Main strong attack (Pierce), Poison Needle (Pierce/Poison), Flame Needle (Fire/Flame), Lightning Thrust Skill ki (Lightning), Lightning Breath (Lightning), Battle Cry (One), Stagnant Stench (Release)

If used together, you can exploit weaknesses without being inflicted with status ailments. Recommended.

Bronze 3rd Rank

Rewards	Moon Jelly Repellent Gloves, Courage +10
Enemy List	Goborn, Goborn Est, Swordsman Goborn, Est, Sorcery Goborn Est, Bow-wielding Goborn· Est

The king of Goborn, when all of his minions are defeated, uses "Sword's Special "Heart" to raise hit and evasion rates by 3 stages. Leave one minion remaining while inflicting Forgetfulness with "Dark Night Sword." Since it has no weakness, it's best to attack with high-power Synthesis skills such as the Swordmaster's "Spatial Kill "Technique."

Then use "Paralysis Arrow." When trying to finish it off, you might accidentally kill it. ↓ Leave the minions forgotten with "Dark Night Sword."

Silver 3rd Rank

Reward	Resurrection spell device, Courage +10
Enemies: List	Homo Tenta, Indigo Homo Tenta, Crimson Homo Tenta, Golden Homo Tenta, Silver Homo Tenta

A battle against the Homo Tenta with various resistances. The only ones whose weakness can be exploited are the crimson Homo Tenta, which is weak to ice, and the indigo Homo Tenta, which is weak to fire. The others are difficult opponents due to reflection, absorption, and full-element resistances, so all-element attacks are recommended.

← The Commander's "Megido" is all- It is very effective. It's because it can attack all targets with an all-round element.

Bronze 2nd Rank

Rewards	Blessed Water ×10, Water of Grace ×5, Divine Heavenly Dragon Water × 2. Courage +10
Enemies List	1st battle: Gangafro ×2 2nd battle: Serpetia ×3 3rd battle: Gangafro ×2, Serpetia ×3

This is a battle fought only with fast battles. Clear it by defeating all the enemies that appear one after another. Even if you take damage, you can recover with "Auto Recover," so there's nothing particularly difficult about it. When you hear the attack sound, be sure to evade properly while fighting.

↓ Ally support with "Follow-Up Support" The Seeker, which makes attacks more likely to occur Recommended. Artilleryman is also an option.

Silver 2nd Rank

Rewards	Hero's Jewel Root ×5, Courage +10
Enemies: List:	1st battle: Goborn ×5, Gargoyle Statue 2nd battle: Orgo; 3rd battle: Gargoyle Statue, Orgo

This is a battle fought only in Fast Battle mode, and you will be disqualified if you cannot wipe out the enemies within the 1 minute 30 second time limit. Since this is a contest of actions, challenge it as a Seeker, which makes ally support attacks more likely to occur with "Follow-Up Support." As with Bronze Rank 2, if you take damage, you can recover by using "Auto Recover" with the up direction key.

Bronze 1st Rank

Rewards:	Lucky Gauntlet, Rainbow Bath Salt, Courage +10
Enemies: List	Vesp, Nokros

You will be fighting alone as the protagonist. Vesp is weak to piercing attacks, and Nokros is weak to wind. Both use a lot of status-inflicting attacks, and Nokros's sleep from "Sleepy Scales" is especially troublesome. Equip the "Mint Scent Pouch" and make sure to prepare properly. Also, Nokros uses status attacks such as Forgetfulness and Daze, so defeat it first. It would be best to challenge this with an Artilleryman who has inherited "Cyclo," since it can exploit both weaknesses.

Silver 1st Class

Reward	Izanagi Medallion, Bond Chain, Courage +10
Enemies List	Arena Warrior, Arena Mage Warrior

Fighter-only battle. At minimum, you'll want to challenge it with the upper-tier Archetype, the Kung Fu Master. Since it uses attacks of the ice element, compensate for that weakness with equipment such as the Blue Monocle, the Ice Spirit Blue Long Boots, and the Overprotective Collar. First, focus your attacks on the Arena Mage Warrior, who is weak to crushing damage, and take it down quickly; then have the Arena Warrior fall back to the rear line and exploit weaknesses with spells like Mahanm.

← If you use "Knight's Declaration" Can trigger a normal attack. Every ta — It's best to use it.

Gold 3rd Class

Reward	Jade Sword, Courage +10
Enemies List	鎧 Armored Tank Mechanic Rina

A one-on-one battle. Exploit its weakness with ice attacks, and fight while recovering on the next turn and using "Dekaja" to解除 "Magic Full Boost." It uses fire, lightning, and wind attacks, so a wizard with resistances is recommended.

It's best to dispel it with a hammer." Use "Magic Reflection." "Magic Destruc When HP gets low, Mage-

Gold Class 2

Rewards	Hero's Bead Root ×10, Courage +10
Enemy List	1st battle: Cocasados 2nd battle: Leoglyph 3rd battle: Cocasados, Leoglyph

Clear it by defeating all enemies using only Fast. If you take damage even once, you fail, so fight while dodging carefully. Basically, when you hear the enemy's attack sound, just dodge left or right.

Use hit-and-run tactics. If you're artillery or a clown, stay at long range. We can fight. Let's move clockwise.

Gold Rank 1

Reward	Book of Do-or-Die Resolve, Commander-in-Chief's Sash, Courage +10
Enemies List	Homo Luano

With "Raging Skillet," he inflicts various weaknesses and then keeps attacking with skills that exploit them. If you are afflicted with a weakness, you can block it with defense, but note that the weakness will remain unless it is exploited. The later the battle goes on, the more frequently he will use "Raging Skillet," so fight while deploying barriers that nullify attacks of each element with the Paladin's "Line Guard" or "Magic Guard." Also, Homo Luano does not remove buffs or debuffs to stats. Strengthening your defenses with "Maha Rakukaja" or lowering the enemy's stats with "Vidalda" will make the fight easier.

BOSS Homo Luano | Type Ningen

LV. 75 HP 15000

Attribute Affinity	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Hell
	Re	Res	Res	Res	Res	Res	Res	Res	es

Main Skills	Raging Skillet (all), Soul Cry (1), Soul Screech (1), Charge (1), Abyss Drop (Strike), Raging Edge (Slash), Smash (Strike), Boatna (Fire), Blizzaton (Ice), Kandeon (Lightning), Cyclone (Wind), Gaboat (Fire), Gablizaton (Ice), Gakandeon (Lightning), Gacyclone (Wind)

skills such as "Royal So no. This also inflicts a weakness Homo Ruano has a weakness Let's deal damage with "D".

Final Battle

Rewards	—
Enemies List	Guptauron

This is a quest that occurs after clearing Gold Rank 1, and it will be a failure if you do not defeat Guptauron within 2 turns. The recommended strategy is to use the Commander's "Rebellion" to raise the critical hit rate, then aim for a critical with the Prince's "Royal Sword." If you equip the "Book of Kankon Ittetsu" obtained as the reward for Gold Rank 1, critical hit damage will be doubled, so you can simply retry the battle until you get a critical hit. For the other party members, it would be good to use "Joker's Prank" to increase the number of Press Icons, or attack weakness to increase the number of attacks.

BOSS Guptauron | Type Giant

LV. 70 HP 7500

Attribute Affinity	Slash	Thrust	Blunt	Fire	Ice	Blessing	Wind	Light	Hell
	—	弱	—	無	55	—	—	—	—

Main Skills	Charge (Pierce), Great Charge (Pierce), Fierce Charge (Pierce), Wild Rampage (Blunt)

Promising. If a critical hit activates, the arena reward can deal an absurd amount of damage. A tactic that made the most of it.

Back-to-back battles where you can earn EXP and MAG

The consecutive battle mode lets you fight up to 30 battles in a row. Although it takes time to play, the appeal is that you can earn a lot of EXP and MAG in half a day. It would be useful when you hit a wall in the main story. At first, only the beginner level can be attempted, but if you clear Bronze Rank 1 in rank battles, the intermediate level is unlocked, and if you clear Silver Rank 1 the advanced level is unlocked. Basically, try to build a party that can target a variety of weaknesses, and it would be best to focus on skills and Synthesis that can attack all enemies. Also, you can withdraw after each battle. Regardless of the number of wins, simply participating increases Courage by +10.

Beginner — Nearby Monsters

Appearing Enemy Level: 28-36

Spawn Pattern ※(1)
Fiercebird Corvo (Pierce) ×5
Potorupo (Lightning) ×3
Goboron Rīgō (Slash)×2
Goboron Rīgō (Slash), Potorupo (Lightning)×2
Kanibafuro (Fire) ×2, Mōkin Korubo (Pierce) x2
Kanibafuro (Fire) Papirosu×4 (Pierce・Wind・Dark)
Manjura (Strike・Ice)
Kimenza (Wind)
Guputarosu (Pierce・Ice)
Orugo (Dark)

Intermediate — Monsters in the Distance

Appearing enemy level: 20~50

Spawn Pattern ※(1)
Raptor Corbo (Pierce) ×3
Papiruga (Pierce/Wind/Dark) ×3
Venepetia (Ice) x3
Wailing Specter (Fire/Light) ×2
Ostfuro (Fire/Light) ×2, Benepetia (Ice) ×2
Ostfro (Fire/Light), Arento, Maba tree species (Wind/Light), Ka Puzado Sandro (Wind/Dark)
Arent · Magic Leaf Tree Species (Wind/Light) ×2
Arento, tropical species (fire) x2, Pabiruga (pierce, wind, dark)
Terrestrial Shooper (new, lightning), Kapuzado Sandro (wind, dark) ×2
Terrestrial Shooper x2 (slash, lightning), Pabiruga (pierce, wind, dark) Terrestrial Shooper x2 (slash, lightning) Aquatic Shooper (slash, lightning) x2 Sorcery Goborun-Rigo (one), Goborun-Rigo (one), manslayer Goborun-Rigo (one)
Goborun-Rigo (one), archer Goborun-Rigo (one), manslayer Goborun-Rigo (one)
Saiokuro (pierce, wind), Benepetia (ice) x2
Demonic statue Gargosta (wind), Lamenting Specter (fire, light) x3
Demonic statue Gargosta (wind) x2, Lamenting Specter (fire, light)
Rock Manjura (Blunt)
Kokasadus (Pierce)
Leoglyph (Pierce)
Sacral Magiret (Strike)

Advanced — Monsters at the End of the World

Appearing Enemy Level: 48-75

Spawn Pattern ※(1)
Mad Corvosta (Pierce) ×4
Yakochō Papirumasu (Pierce・Wind・Dark)×4
Obshiruhasu (Ice)×4
Reginovesupu (Pierce・Wind)×4
Potorupo Burūa (Lightning) ×3
Giant Moth Nokurumosu (Ice・Wind)×3
Skull Jeratenosu (Lightning)×2, Giant Moth Nokurumosu (Ice・Wind) x2
Bandits (fire, ice) x2, bandits (pierce, crush) x2
Officer Skeleton Sword (crush, light) x2, Officer Skeleton Bow (crush, light), Officer Skeleton Spear (crush, light)
Magibone Magireto (Blunt, Light), Breaker Skelet Spear (Blunt, Light), Breaker Skelet Bow (Blunt, Light)
Breaker Skelet Sword (Blunt, Light), Breaker Skelet Bow (Blunt, Light), Breaker Skelet Spear (Blunt, Light)
Rigopetia (Ice), Spect of Fury (Ice, Light) ×3
Violent Form Galgostarts (Wind), Spect of Fury (Ice, Light) ×4
Craplazard (Lightning, Dark), Raging Bird Corvosta (Pierce) ×2
Arent, Temperate Species (Fire), Craplazard (Lightning, Dark)
Arent, Temperate Species (Fire), Reginovesp (Gale) ×2
Ferocious Beast Kimenzaan (Ice, Wind)
Kokasadolus (Pierce, Fire)
Lava Manjura (Blunt, Ice)
Moldiritch (Blunt)

*1 The text in parentheses indicates the weakness attribute

CHARACTER DESIGN CONCEPTS

4
Metaphor:
ReFantasia
OFFICIAL PERFECT GUIDE
FIELDnMA

Map Guide

Each map lists the locations of items placed on the field, the mechanics of gimmicks, and the enemies that appear. Check it when exploring towns or dungeons.

FIELD MAP

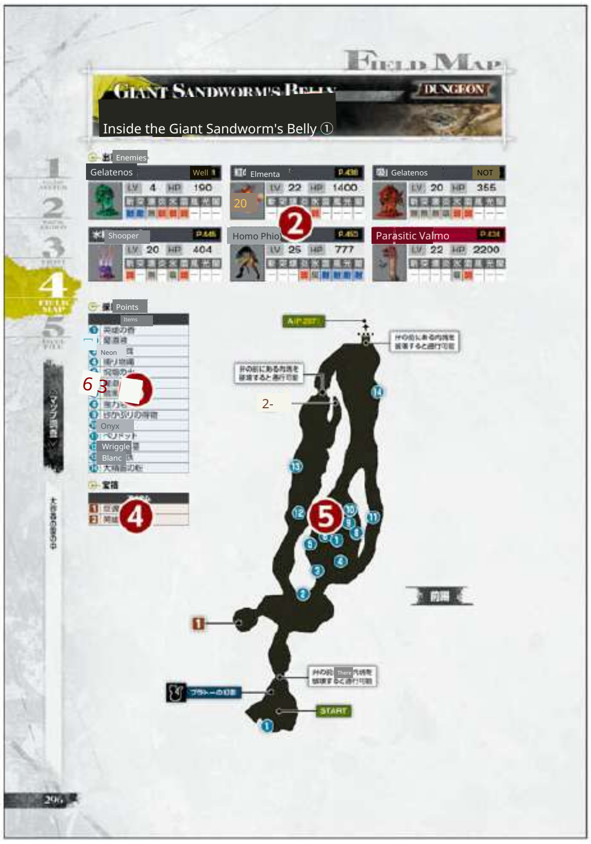
Explore dungeons thoroughly without planning to revisit them

Many of the dungeons visited in the story can only be explored once. To avoid missing items from gathering points or treasure chests, make sure to proceed while thoroughly exploring. In particular, “Gold Bugs,” which can be exchanged for rare items, have a limited number that can be obtained, so be sure to collect them. Of course, even in dungeons that can be visited repeatedly, it is important to keep the number of explorations as low as possible and avoid unnecessary movement by armored tank.

↑ “gold items” can sometimes be found not only in dungeons, but also in places where the map is not displayed

Check the location in advance (P.051).

How to Read the Map Guide Pages



1 Field name: Name of the town or dungeon ② Appearing enemies: Enemies that appear in the dungeon Brief data. It lists the name, LV, HP, and attribute affinities, and the meaning of each item is explained in Enemy Data (P. 430). For detailed data, refer to the page listed alongside the name. The color of the name ■ indicates normal enemies, while ■ indicates strong enemies such as bosses or bounty targets, and normal enemies and strong enemies are listed separately in order from the lowest level.

③ Gathering points: Items obtainable at gathering points. They correspond to icons with the same number on the map. In this book, items such as the “Golden Bug” that can be obtained in towns but do not have icons displayed on the in-game map are also included as gathering points.

④ Treasure chests: Items obtainable from treasure chests

⑤ Map information: Information such as map connections and layout objects. See the right page for the meaning of each icon

Explanation of icons

Central passage (1)

Map names. If there are multiple maps with the same name, this book assigns them numbers.

START A A'

Tradia Desert (P.277)

The starting point for exploration and the destination on the map. Within the field, you move to the same lettered location. A destination marked with " " after the alphabet indicates a one-way route, mainly showing places where you jump down. Excludes places that cannot be backtracked from for story-related reasons.

Swordsmith "Spad" (P.402)

Available facilities and equipment. If usable only during either day or night, [Day] or [Night] is appended after the name. For detailed information on the items sold, see the page where they are listed.

Female activist, day

Targets for events that increase the king's qualities. If it appears only during either day or night, [Day] or [Night] is written after the name. For other appearance conditions, refer to the list of events that increase the king's qualities in the city (P.058).

Wandering Student [Night]

An NPC that triggers events for obtaining items or acquiring records. If it appears only during either day or night, [Day] or [Night] is appended after the name. For details on the conditions for occurrence, see the list of people who give items (P.056) and the records data (P.472).

Homo Gorreo (P.205)

Locations where bounty targets, bosses, and others appear.

Attracting Crystal

Locations where Attraction Crystals appear

Question of Worship

The names of Magla holes and rest areas. Once you visit one, you can resume exploration from that location.

Mechanism A | Passable when Mechanism A is activated

Explains the locations and mechanisms of devices within the dungeon.

A place that can be passed through. This mainly indicates hard-to-find spots such as holes in walls, and excludes those located on passageways.

The locations of gathering points. Corresponds to 3 gathering points.

Treasure chest locations. ④ Corresponds to the treasure chest

Facility/Equipment Icons

Round Table	Bed	Cooking counter	Washing machine	Handle included Cleaning device
Plant grower	Altar	Fishing rod	Barrel bath	M Weapons Shop
Armor Shop	Weapon Shop	General Store	Magic Shop	Magic Device Shop
Street Stall	Butcher/Fish Shop	Water Shop	Merchant	News Shop
Tavern	Inn	Inn Tavern	Church	Soldier
Fortune Teller	MAG Exchange	Face Stone	Podium	Dock
Arena	Gambling house	Golden Beetle Exchange	Weather Control	More's Phantom
Plateau's Phantom	Magra's Hole			

King's Qualities Icon

Love Spirit	Insight	Tolerance	Persuasiveness	Imagination	Optional· Other

Full World Map

Towns and Dungeons

No	Name	Weather Pattern (※1)	Page
1	Capital Gran-Trad	Capital City	P.278
	Underground Ossuary	Royal Capital	P.284
	Regalis Cathedral	Royal Capital	P.286
	Tradia Desert	Royal Capital	P.276
②	Northern Border Fortress	Royal Capital	P.280
③	Nord Abandoned Mine	Royal Capital	P.281
4	Berega Corridor	Royal Capital	P.292
⑤	Rogues' Den	Royal Capital	P.328
6	Unknown Ruins	Royal Capital	P.352
7	Castle Town Martira	Martira	P.294
	Criante Castle	Martira	P.299
8	Inside the Great Sand Worm	Always sunny	P.296
	Great Sand Worm Nest	Martira	P.298
⑨	Goblin Den	Always sunny	P.302
⑩	Man-Eating Cave	Around Martira	P.303
1	Abandoned Grave	Around Martira	P.305
12	Maritime City Brilehaven	Brilehaven	P.307
12	Flying Tank Caladrius	Brilehaven	P.309
13	Gracia Dense Forest	Always sunny	P.313

No	Name	Weather Pattern (※1)	Page
14	Tomb of Lamentation	Around Brilehaven A	P.314
15	Tower of Malice	Around Brilehaven B	P.316
⑩	Residence of the Heavenly People	Around Brilehaven A	P.350
17	Birga Island	Birga Island	P.319
18	Dragon Palace Temple	Dragon Palace Temple	P.320
	Dragon-Blessed Capital	Dragon Palace Temple	P.322
19	Land of Ritual	Always Scorching	P.326
20	Sign of the Circle	Birga Island	P.330
21	Tower of Blind Faith	Always Scorching	P.332
22	Mountain City Altabury	Altabury	P.335
	Montario Festival Opera House	Altabury	P.338
2	Ruins of the Royal Magic Academy	Around Altabury	—
24	岸 Waterwood Forest	Around Altabury	P.340
25	Tower of Insolence	Around Altabury	P.341nP.
26	Mt. Urcano	Around Altaberry	344
27	Forsaken Road	Always sunny	P.349
28	Elda's Ancient Fairyland	Always sunny	P.347
29	Giant Face of Heaven	Always sunny	P.355
30	Fear King Star	Always sunny	P.360

*1: Entries other than "Always ○○" correspond to the "Weather List" on the right page

○ Village

No	Name
①	Rigno Village
②	Komero Village
③	Inundo Village
④	Shirento Village
⑤	Marva Village

○ Scenic Spot

No	Name
①	Prophecy Tree
⊙	White Night Desert
③	A Town Turned to Ruins
④	Ikazuchi Great Waterfall
⑤	Towering Sea Wall
⑥	Cave of the Plant Circuit
7	The Rainbow-Colored Sea
8	Colerodio Cliff
9	Vast Graveyard
⑩	The Intersection of Autumn and Winter
11	Ruined Legacy
12	Maribero Mining Site

Rival Candidate's Armored Tank

No	Candidate	LV	Days when it can be encountered	Spawn conditions
①	Gido	19	06/26	A battle will be forced to occur during story progression
❷	Cazerina (1st battle)	22	07/02	A battle will be forced to occur during story progression
3	Godard	25	07/05 07/16	—
❹	Cazelina (2nd battle)	31	07/19	During story progression, a battle is triggered automatically
5	Roger	32	07/23 08/12	—
❻	Rina	32	07/23 08/12	—
7	Cazelina (3rd battle)	35	07/23 08/12	—
❽	Cazelina (3rd battle)	35	08/19 09/05	Proceed with the story without encountering Cazelina in ⑦
9	Cazelina (3rd battle)	35	09/13~10/25	Proceed with the story without encountering Cazelina in ⑧
❿	Jin (1st battle)	40	08/19 09/05	—
11	Loveless	54	09/13 10/25	Talk to Loveless in Altaberry
12	Rudolf	55	09/13-10/25	Talk to Rudolf in Altaberry
13	Milo	55	09/13~10/25	Accept the quest "Defeat Candidate Miro"
14	Jin (2nd battle)	65	09/26 10/25	Accept the quest “Recover the stolen relic”

Weather list (※1)

日付	Day of the week	王都 Fart Night Star		Marti ラ	夜	Daytime around Martira	ブライハーヴェン 昼	夜	ブライハーヴェン周辺A 昼	ブライハーヴェン周辺B 昼	ビルガ島 昼	Ni	Dragon Palace Temple 昼	Altbury Easy	夜	Altbury Surroundings 昼
06/02	Wed	Sunny	Sunny	—	—	—	—	—	—	—	—	—	—	—	—	—
06/03	Green	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/04	Iron,	cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/05	Rest	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/06	Fire	Sunny	Thunderstorm			—	—	—	—	—	—	—	—	—	—	—
06/07	Water	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/08	Green	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/09	Iron,	cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/10	Rest	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/11	Fire	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/12	Water	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/13	Green	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/14	Iron	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/15	Rest	Cloudy	Rain	—	—	—	—	—	—	—	—	—	—	—	—	—
06/16	Fire	Sunny	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/17	Water	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/18	Green	Cloudy	Sunny	—	—	—	—	—	—	—	—	—	—	—	—	—
06/19	Iron	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/20	Rest	Cloudy	Rain			—	—	—	—	—	—	—	—	—	—	—
06/21	Tue	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—	—	—	—
06/22	Wed	Sunny	Sunny	—	—	—	—	—	—	—	—	—	—	—	—	—
06/23	Green	Sunny	Sunny	—	—	—	—	—	—	—	—	—	—	—	—	—
06/24	Iron	Sunny	Sunny	Light Sand	光 Sand	Light Sand	—	—	—	—	—	—	—	—	—	—
06/25	Off	Sunny	Sunny	Cloudy	Cloudy	Cloudy	—	—	—	—	—	—	—	—	—	—
06/26	Fire	Sunny	Sunny	Cloudy	Sunny	Light Sand	—	—	—	—	—	—	—	—	—	—
06/27	Water	Sunny	Cloudy	Sunny	Cloudy	Sunny	—	—	—	—	—	—	—	—	—	—
06/28	Green	Sunny	Sunny	Sunny,	sunny,	sunny	—	—	—	—	—	—	—	—	—	—
06/29	Iron	Cloudy	Sunny	Sunny	Sunny sunny	sunny	—	—	—	—	—	—	—	—	—	—
06/30	Rest	Sunny	Sunny	Sunny	Sunny	Sunny	—	—	—	—	—	—	—	—	—	—

*1: Only the time periods that mainly affect events and exploration are listed

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORYnUNIDE
4 FIELD MAP
5 DATA FILE

Map Survey

Map Guide

日付	曜日	Royal Capital / Martira / Around Martira / Brai Haven / Brilehaven Area A / Brilehaven Area B / ビルガ島 / Dragon Palace Temple / Altbury / Altaberry Surroundings
		Day Night / Day Night Day / St Ni / 昼 / Daytime / Day Night Day / Day Night Day
07/01	Tue	Cloudy Rain Clear Clear Sunny
07/02	Wed	Clear Clear Sunny Sunny Light Sand
07/03	Green	Clear and Bright Light Sand Cloudy Sunny
07/04	Iron	Sunny Sunny Cloudy Cloudy Light Sand
07/05	Rest	Sunny Sunny Cloudy Cloudy Sunny
07/06	Tue	Cloudy Rain Rain Sunny Sunny
07/07	Wed	Sunny Sunny Cloudy Cloudy Sunny
07/08	Green	Sunny Rain Sunny Sunny Rain
07/09	Iron	Cloudy Cloudy Sunny Sunny Light Sand
07/10	Rest	Sunny Sunny Cloudy Rain Sunny
07/11	Tue	Sunny Rain Rain Sunny Light Sand
07/12	Wed	Cloudy Cloudy Sunny Rain Sunny
07/13	Green	Sunny Rain
07/14	Iron	Cloudy Sunny Cloudy Cloudy Light Sand
07/15	Rest	Sunny Rain Sunny Sunny Sunny Sunny Rain Rain Rain
07/16	Tue	Cloudy 曇り Cloudy Sunny Sunny
07/17	Wed	Sunny SunnySunnySunny Sunny Thunderstorm Thunderstorm Thunderstorm sunny
07/18	Green	Sunny Sunny CloudySunny Light Sand Thunderstorm Sunny sunny sunny
07/19	Iron	Sunny SunnySunnySunnySunnySunny Sunny Sunny Sunny thunderstorm thunderstorm
07/20	Rest	Sunny SunnySunny Sunny Light Sand Sunny Sunny thunderstorm sunny
07/21	Tue	Sunny SunnySunnySunnySunnySunnySunny sunnysunny
07/22	Wed	Sunny SunnySunnySunnySunny thunderstormthunderstorm
07/23	Green	Sunny Sunny SunnySunny thunderstormsunny
07/24	Iron	Sunny Sunny SunnySunnySunny Rain Thunderstorm Sunny Light Sand Rain Sunny SunnySunny sunnysunny
07/25	Rest	Cloudy Sunny Cloudy Rain Sunny Thunderstorm Thunderstorm thunderstormthunderstorm
07/26	Tue	Cloudy 曇り Sunny Sunny Light Sand Rain Sunny thunderstormsunny
07/27	Wed	Cloudy Cloudy Cloudy Sunny SunnySunnySunny sunny
07/28	Green	Sunny Sunny Cloudy Rain Light Sand SunnySunnySunny thunderstormthunderstorm
07/29	Iron	Sunny Light Sand Rain Sunny Sunny Rain Cloudy SunnySunny Light SandThunderstormSunny thunderstormsunny
07/30	Off	Cloudy Rain Cloudy Sunny Sunny Sunny Sunny sunnysunny
08/01	Tue	Cloudy Cloudy Rain Rain Rain Sunny sunny thunderstormthunderstorm
08/02	Wed	Sunny Sunny Sunny Sunny Light Sand Sunny sunny thunderstormsunny
08/03	Green	Sunny 曇り Sunny Sunny Sunny Thunderstorm sunny sunnysunny
08/04	Iron	Cloudy Cloudy sun dust cloudy sun dust sunny thunderstormthunderstorm
08/05	Off	Rain Rain sunny sunny thunderstorm thunderstormsunny
08/06	Fire	Sunny Cloudy sun dust rain sun dust sunny sunnysunny sunny
08/07	Wed	Cloudy Cloudy sunny cloudy sunny thunderstorm rain thunderstorm thunderstorm sunnysunny rain rain cloudy thunderstorm sunny
08/08	Green	Sunny Sunny sunnysunny sun dust sunny sunnysunny sunny
08/09	Iron	Rain 曇り sunny rain rain sunny cloudy sunny thunderstorm thunderstorm
08/10	Off	Sunny sun dustsunny rain thunderstormsunny
08/11	Fire	Sunny Sunny Light Sand Cloudy sunny rain thunderstormsunny
08/12	Water	Sunny Sunny Sunny Sunny sunnysunnysunnysunny sunny Sunny
08/13	Green	Sunny Sunny Sunny Sunny Sunny Light Sand sunnysunny Thunderstorm Thunderstorm
08/14	Iron	Rain Cloudy Light Sand Cloudy Sunny Sunny Sunny thunderstorm sunny scorching heat scorching heat sunny
08/15	holiday	rain cloudy sun dust cloudy rain sunny thunderstorm sunny sunnysunnysunny sunny
08/16	Tue	sunny Sunny Light Sand Cloudy Light Sand Sunny Sunny Thunderstorm Thunderstorm Sunny Clear Clear
08/17	Wed	SunnySunny Sunny Sunny SunnySunny Sunny Thunderstorm Sunny Sunny Sunny Sunny
08/18	Green	SunnySunny Sunny Sunny Light Sand Thunderstorm Cloudy Sunny Sunny Sunny Sunny Sunny
08/19	Iron	RainCloudy SunnySunny SunnySunnySunny Thunderstorm ThunderstormSunny SunnySunny
08/20	holiday	sunny Sunny Light Sand Cloudy Light Sand Cloudy Rain Thunderstorm Sunny Sunny SunnySunny
08/21	Tue	sunny Sunny SunnySunny SunnySunny Rain SunnySunny Cloudy Rain Sunny
08/22	Water	Sunny Sunny Cloudy Sunny Rain Cloudy Sunny ThunderstormThunderstorm Scorching Heat Scorching Sunny
08/23	Green	Rain Rain Sunny Sunny Light Sand Sunny Sunny ThunderstormSunny Sunny Clear Clear
08/24	Iron	Sunny Sunny Rain Rain Sunny CloudyCloudy Sunny bright and cheerful Cheerfully
08/25	Rest	cloudy, bright and sunny, sunny, light sand, thunderstorm, cloudy Thunderstorm Thunderstorm Sunny Clear Clear
08/26	Tue	Sunny Rain Cloudy Sunny Sunny Sunny Thunderstorm Clear Clear Clear Clear
08/27	Wed	Rain Rain Sunny Sunny Light Sand Sunny Sunny Sunny Sunny Sunny Sunny Sunny
08/28	Green	Sunny Sunny Light Sand Light Sand Sunny Cloudy Cloudy Thunderstorm Thunderstorm Sunny Sunny Sunny
08/29	Iron	Cloudy Sunny Sunny Sunny Light Sand Thunderstorm Cloudy Thunderstorm Sunny Sunny Sunny Sunny
08/30	Off	Sunny Cloudy Sunny Sunny Sunny Sunny Sunny Sunny Scorching heat Scorching heat Sunny

Date	Day of the week	Royal Capital / Marti / Around Marti / Brai Haven / Braibaven Area A / Braibaven Area B / ビルガ島 / Dragon Palace Temple / Altbury / Altbury Surroundings
		Day Night Roof Night Fart
09/01	Tue	Rain Rain Sunny Sunny Rain Sunny Rain Thunderstorm Thunderstorm Sunny Sunny Sunny — — —
09/02	Wed	Sunny Sunny Rain Rain Light Sand Cloudy Rain Thunderstorm Sunny Sunny Sunny Sunny — — —
09/03	Green	Cloudy Sunny Sunny Sunny Sunny Sunny Sunny Sunny Sunny Sunny Sunny Sunny — — —
09/04	Iron	Rain Cloudy Sunny Sunny Light Sand Sunny Sunny Thunderstorm Thunderstorm Sunny Sunny — — —
09/05	Rest	Sunny Sunny Cloudy Sunny Sunny Sunny Sunny Thunderstorm Sunny Sunny Sunny Sunny — — —
09/06	Fire	Sunny Sunny Sunny Sunny Light Sand Sunny Sunny Clear Sunny Sunny Sunny Sunny — — —
09/07	Water	Sunny Sunny Sunny Cheerfully Sunny Sunny Thunderstorm Thunderstorm Sunny Sunny Snow Cloudy Sunny
09/08	Green	Sunny Sunny Sunny Sunny Rain Sunny Sunny Thunderstorm Sunny Sunny Sunny Cloudy Sunny Sunny
09/09	Iron	Sunny Sunny Sunny Sunny Light Sand Sunny Sunny Clear Sunny Sunny Sunny Sunny Snow Snow Rain
09/10	Rest	Sunny Sunny Sunny Sunny Sunny Sunny Sunny Thunderstorm Thunderstorm Sunny Sunny Snow Sunny Snow
09/11	Fire	Sunny Sunny Sunny Sunny Light Sand Sunny Sunny Thunderstorm Sunny Sunny Sunny Cloudy Cloudy Snow
09/12	Water	Sunny Sunny Sunny Sunny Sunny Sunny Clear Clear Sunny Sunny Sunny Sunny Sunny Sunny Snow
09/13	Green	Sunny Sunny Sunny Sunny Light Sand Cloudy Clear Thunderstorm Thunderstorm Cloudy Sunny Cloudy Cloudy Sunny
09/14	Iron	Sunny Sunny Sunny Cloudy Sunny Thunderstorm Thunderstorm Sunny Sunny Sunny Cloudy Cloudy Snow
09/15	Rest	Sunny Rain Light Sand Sunny Rain Sunny Cloudy Clear Sunny Sunny Sunny Sunny Cloudy Cloudy Sunny
09/16	Fire	Rain Clear Rain Rain Light Sand Sunny Clear Thunderstorm Thunderstorm Cloudy Sunny Sunny Cloudy Snow
09/17	Water	Clear Very Clear Cloudy Sunny Thunderstorm Clear Thunderstorm Sunny Sunny Sunny Cloudy Sunny Snow
09/18	Green	Very Clear Very Clear Light Sand Clear Clear Clear Sunny Scorching Heat Cloudy Sunny Sunny Sunny Sunny
09/19	Iron	Cloudy Rain Rain Rain Clear Thunderstorm Rain Thunderstorm Thunderstorm Rain Rain Sunny Cloudy Cloudy Sunny
09/20	Off	Rain Rain Light Sand Clear Light Sand Very Clear Thunderstorm Clear Sunny Sunny Sunny Sunny Snow
09/21	Fire	Clear Clear Cloudy Clear Clear Clear Rain Sunny Sunny Scorching Cloudy Sunny Cloudy Cloudy Snow
09/22	Water	Rain Rain Light Sand Clear Rain Sunny Sunny Thunderstorm Thunderstorm Sunny Sunny Sunny Cloudy Sunny
09/23	Green	Sunny Sunny Sunny Sunny Light Sand Sunny Sunny Thunderstorm Sunny Sunny Sunny Sunny Sunny Sunny
09/24	Iron	Sunny Sunny Sunny Sunny Sunny Sunny Sunny Cheerfully Sunny Sunny Sunny Sunny Clear Clear
09/25	Rest	Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Cloud Fearification Cloud Fearification
09/26	Fire	Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Cloud Fearification Fearification Fearification Cloud Fearification Cloud Fearification
09/27	Water	Forest Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification
09/28	Green	Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Fearification Cloud Fearification Fearification Cloud Fearification Cloud Fearification Fearification Fearification Cloud Fearification Cloud Fearification Fearification
09/30	Rest	Fearification Fearification Fearification Cloud Fearification Fearification Cloud Fearification Cloud Fearification Fearification Fearification Fearification Cloud Fearification Cloud Fearification Cloud Fearification
10/01	Tue	Worsening Fearification Fearification Fearification Fearification Fearification Cloud Fearification Fearification Cloud Fearification Cloud Fearification Fearification Fearification
10/02	Water	colorization Fearification Fearification Fearification Fearification Cloud Fearification Fearification Fearification Cloud Fearification Fearification Cloud Fearification Fearification Cloud Fearification
10/03	Greening	Cloud Fearification Cloud Fearification Fearification Fearification Cloud Fearification Fearification Fearification Fearification Fearification fearification fearification fearification
10/04	iron	fearification fearification fearification fearification fearification fearification fearification fearification cloud fearification cloud fearification fearification fearification cloud cloud fearification
10/05	rest	fearification fearification cloud cloud cloud fearification fearification fearification cloud fearification fearification fearification fearification cloud fearification cloud
10/06	fire	fearification fearification fearification cloud fearification cloud fearification cloud fearification fearification fearification fearification fearification fearification fearification fearification fearification
10/07	water	fearification fearification fearification fearification fearification fearification cloud fearification fearification cloud fearification cloud fearification fearification fearification fearification
10/08	green	fearification cloud fearification cloud fearification fearification cloud fearification fearification fearification cloud fearification fearification fearification fearification fearification
10/09	iron	deep fearification fearification fearification fearification fearification fearification fearification fearification fearification fearification fearification cloud fearification fearification fearification fearification
10/10	rest	worsening fearification fearification fearification fearification fearification fearification fearification cloud fearification cloud fearification cloud fearification fearification fearification fearification fearification
10/11	fire	fearification fearification fearification cloud cloud cloud fearification fearification fearification cloud fearification fearification fearification fearification cloud cloud fearification
10/12	water	fearification fearification fearification cloud fearification cloud fearification fearification fearification fearification fearification fearification fearification fearification cloud fearification cloud
10/13	Green	Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption
10/14	Iron	Corruption Cloud Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption
10/15	Rest	Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption
10/16	Fire	Corruption Corruption Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption
10/17	Water	Deterioration Corruption Corruption Cloud Corruption Cloud Corruption Cloud Corruption Corruption Corruption Cloud Corruption Corruption Corruption Corruption Corruption Cloud Corruption
10/18	Green	Corruption Cloud Corruption Cloud Corruption Corruption Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Cloud
10/19	Iron	Corruption Corruption Corruption Corruption Corruption Cloud Corruption Corruption Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption
10/20	Rest	Deterioration Corruption Corruption Corruption Corruption Corruption Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption Corruption
10/21	Fire	Corruption Corruption Corruption Corruption Cloud Corruption Corruption Cloud Corruption Corruption Corruption Corruption Cloud Corruption Corruption Corruption Corruption
10/22	Water	Forest Corruption Corruption Corruption Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Cloud Corruption Corruption Corruption Cloud Corruption Corruption
10/23	Green	Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Corruption Cloud Corruption Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Cloud
10/24	Iron	Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Cloud
10/25	Rest	Corruption Corruption Corruption Corruption Corruption Corruption Corruption Cloud Corruption Cloud Corruption Corruption Corruption Corruption Corruption Corruption
10/26	Fire	Corruption Corruption Cloud Corruption Cloud Corruption Cloud Corruption Cloud Corruption Cloud Corruption Cloud Corruption Corruption Corruption Cloud Corruption Cloud Corruption Corruption Cloud

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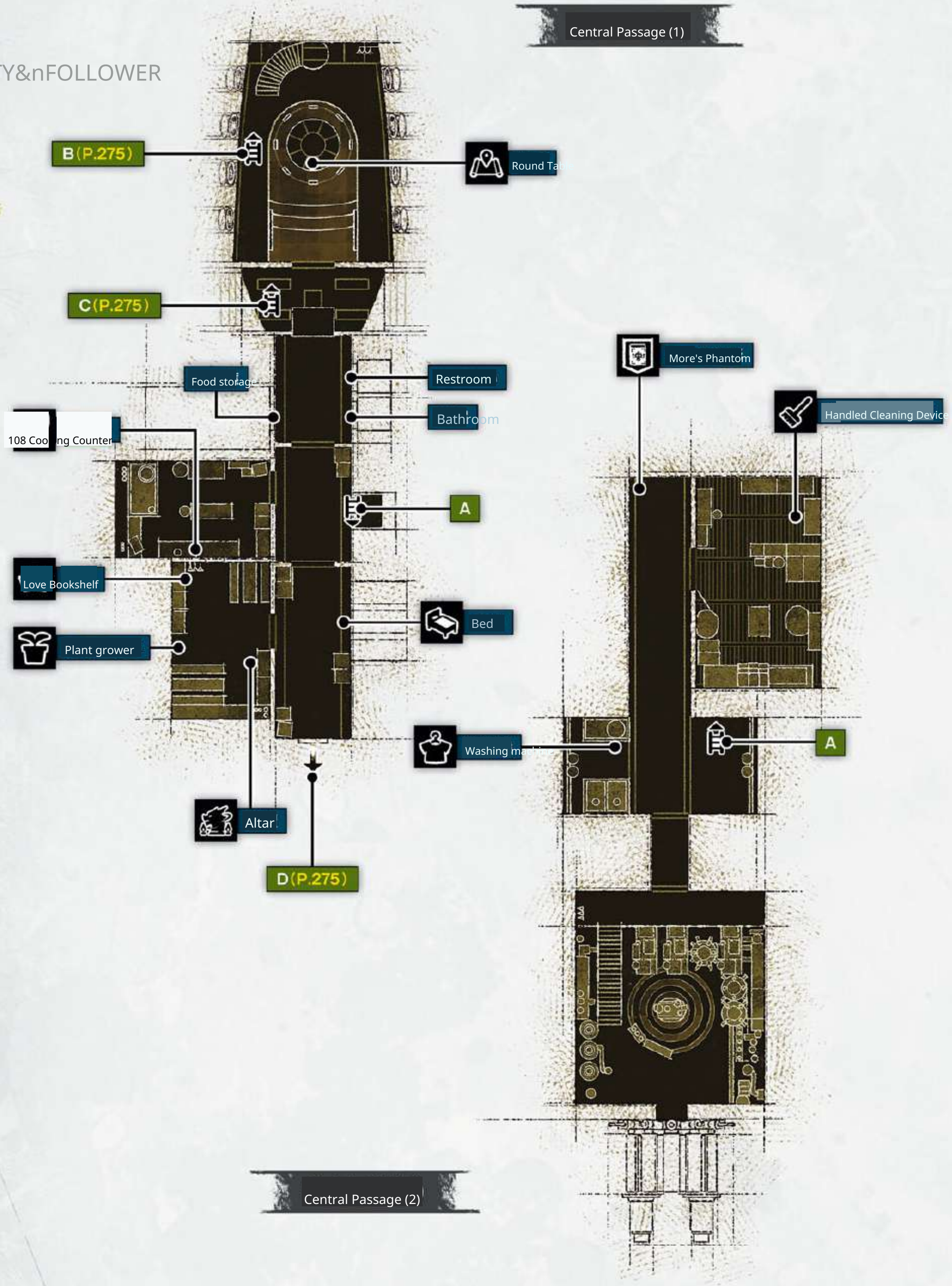
Map Survey

Map Guide

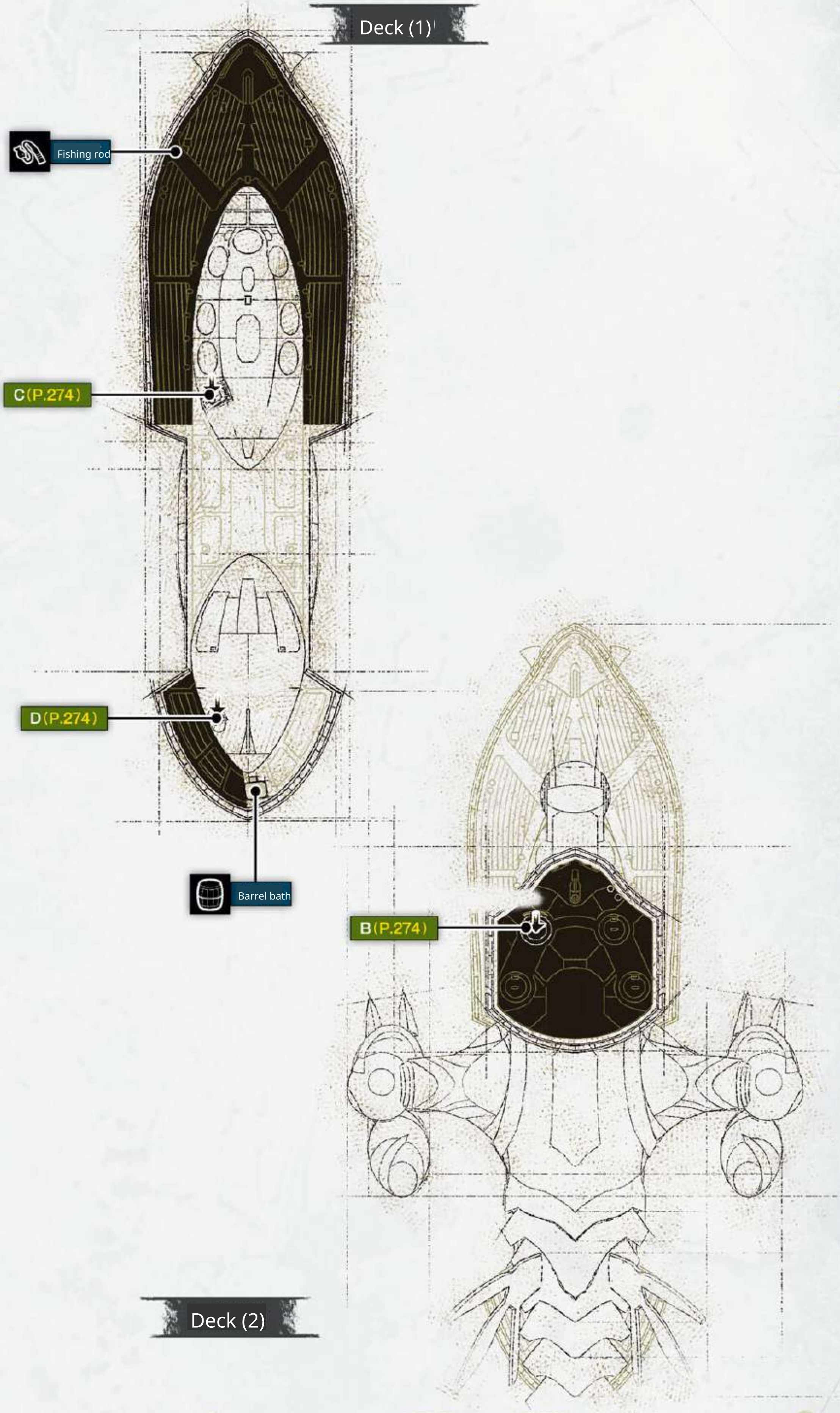
Gauntlet Runner

Armored Tank



Deck (1)

Deck (2)



Tradia Desert

DUNGEON

Appearing Enemies (※1)

Small Beast Hieno P.445

LV 8 HP 130

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Weak	Weak	—	—	—	—

Wild Bird Korubo P.456

LV 9 [redacted] P 16 [redacted]

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	弱	—	—	—	—	—	—	—

Azure Elmenta P.431

LV 10 HP 1000

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	弱	耐	—	—	—	—

Sand Worm Valmo (Prologue) P.446

LV 1 HP 432 [redacted]

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Sand Worm Valmo P.445

LV 11 HP 832

Slash	Piercing	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Immune	Weak	Immune	—	—	—

Manjura P.455

LV 35 HP 3500

Slash	Piercing	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	Weak	Immune	Weak	—	—	—	—

Cocasados P.438

LV 46 HP 4000

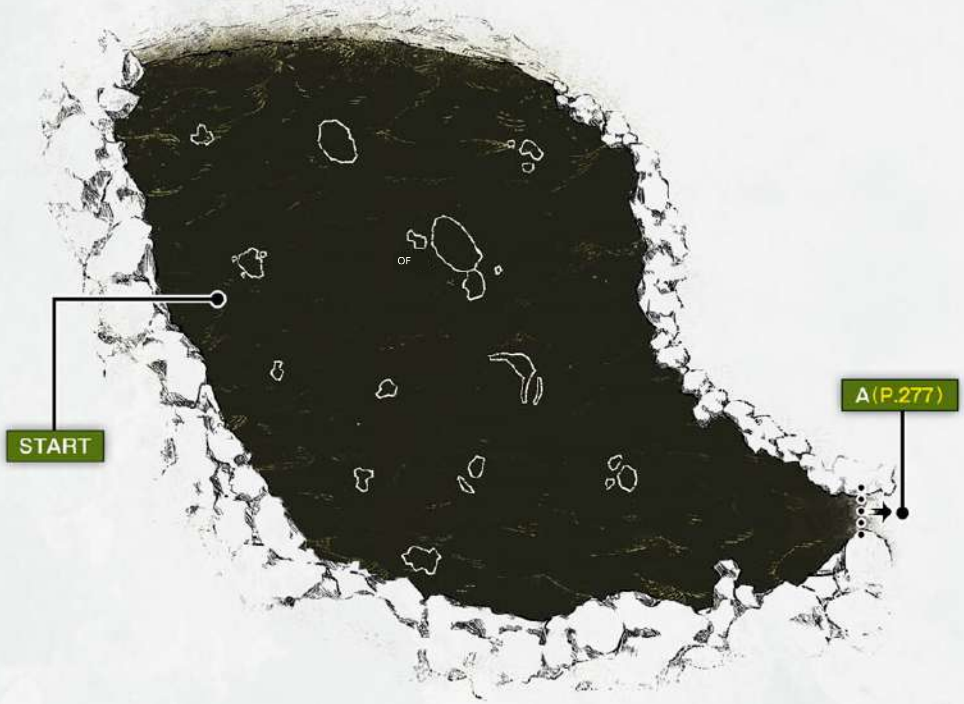
Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	[Weak]	—	—	—	無	—	—	—

Cannibal Manjura P.450

LV 22 HP 1700

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	Weak	Null	Weak	—	—	—	—

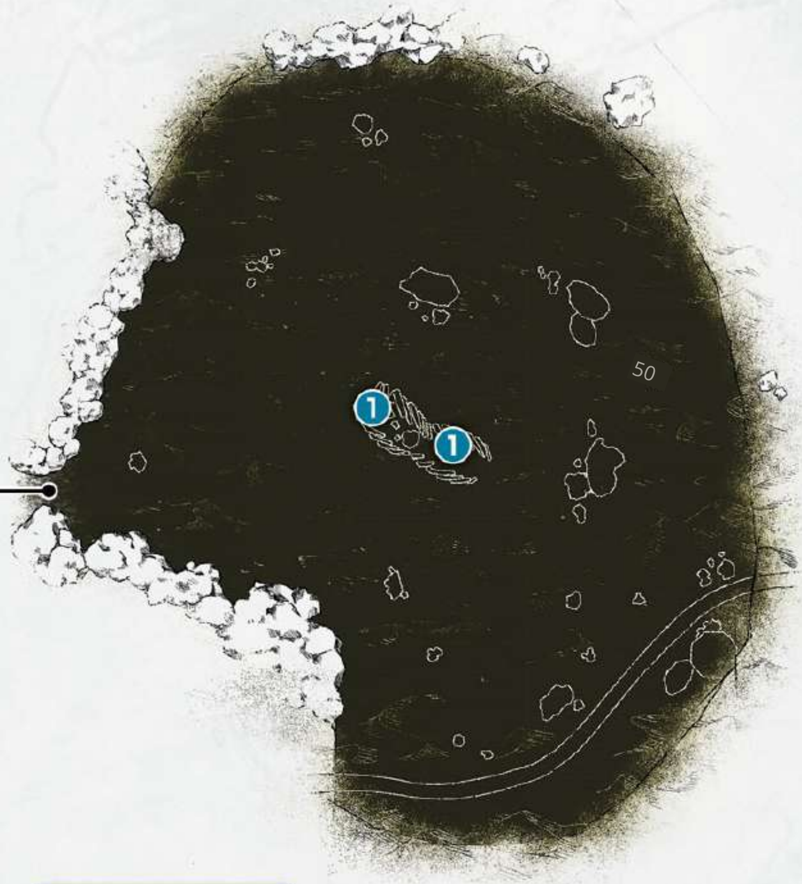
Dust Zone



Map survey

Tradia Desert

*1: The appearing enemies change depending on the progress of the story and the completion status of the quest "The Man-Eating Monster That Commands Wild Dogs"



Treasure Chest

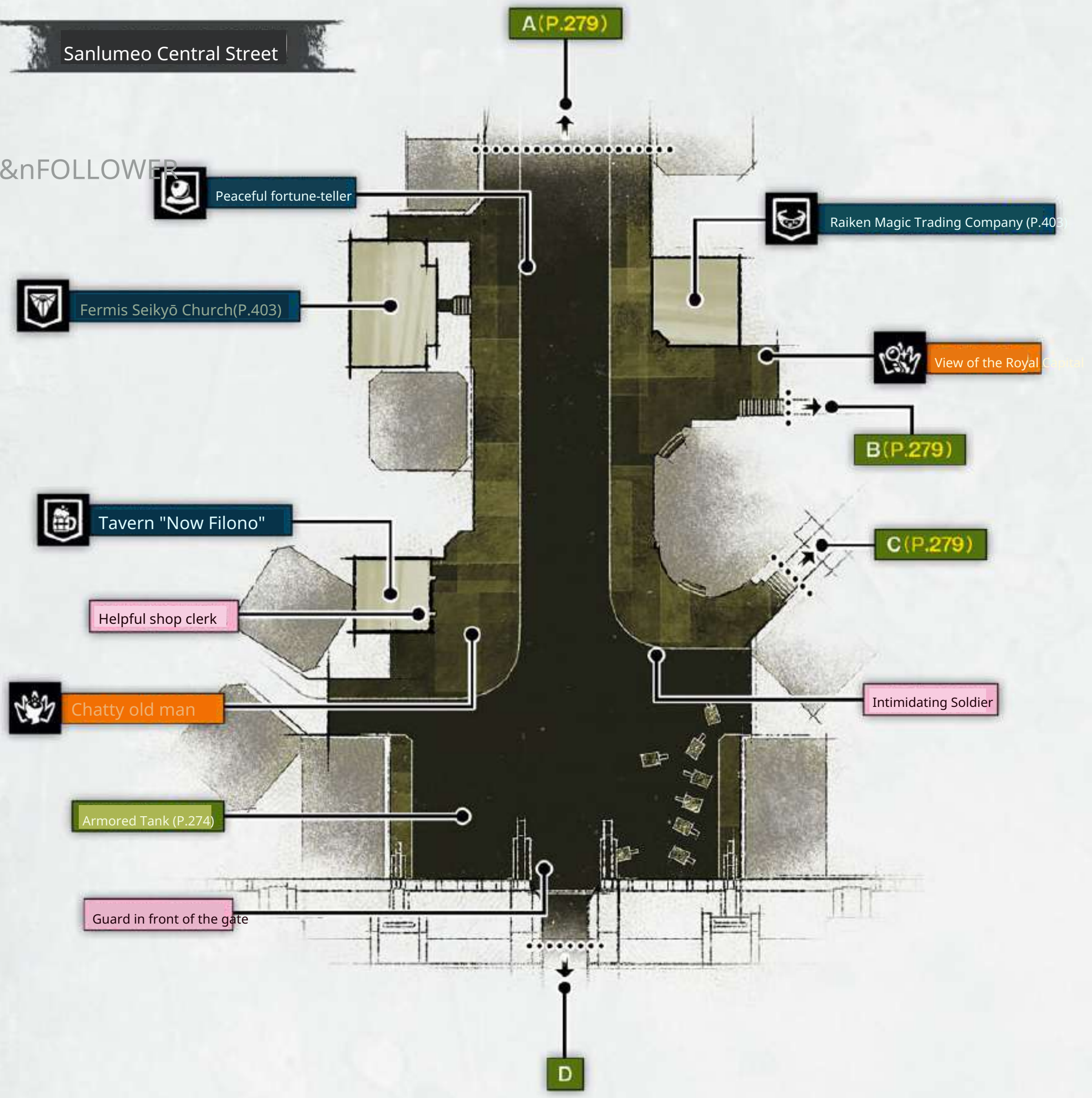
Items
1 Amethyst
2 Damascus Greatsword

Gathering Point

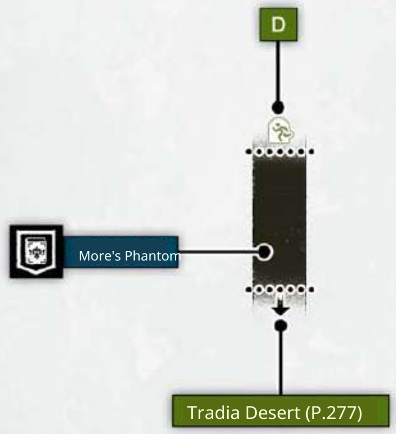
Items
① Medicinal Herb
② Golden Beetle
③ High-Quality Rusted Armor
④ Black Iron Sand

Capital Gran-Trad

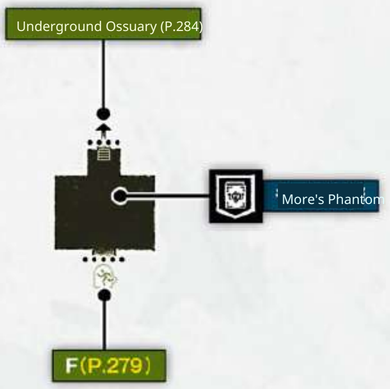
Sanlumeo Central Street



Tradia Desert Entrance

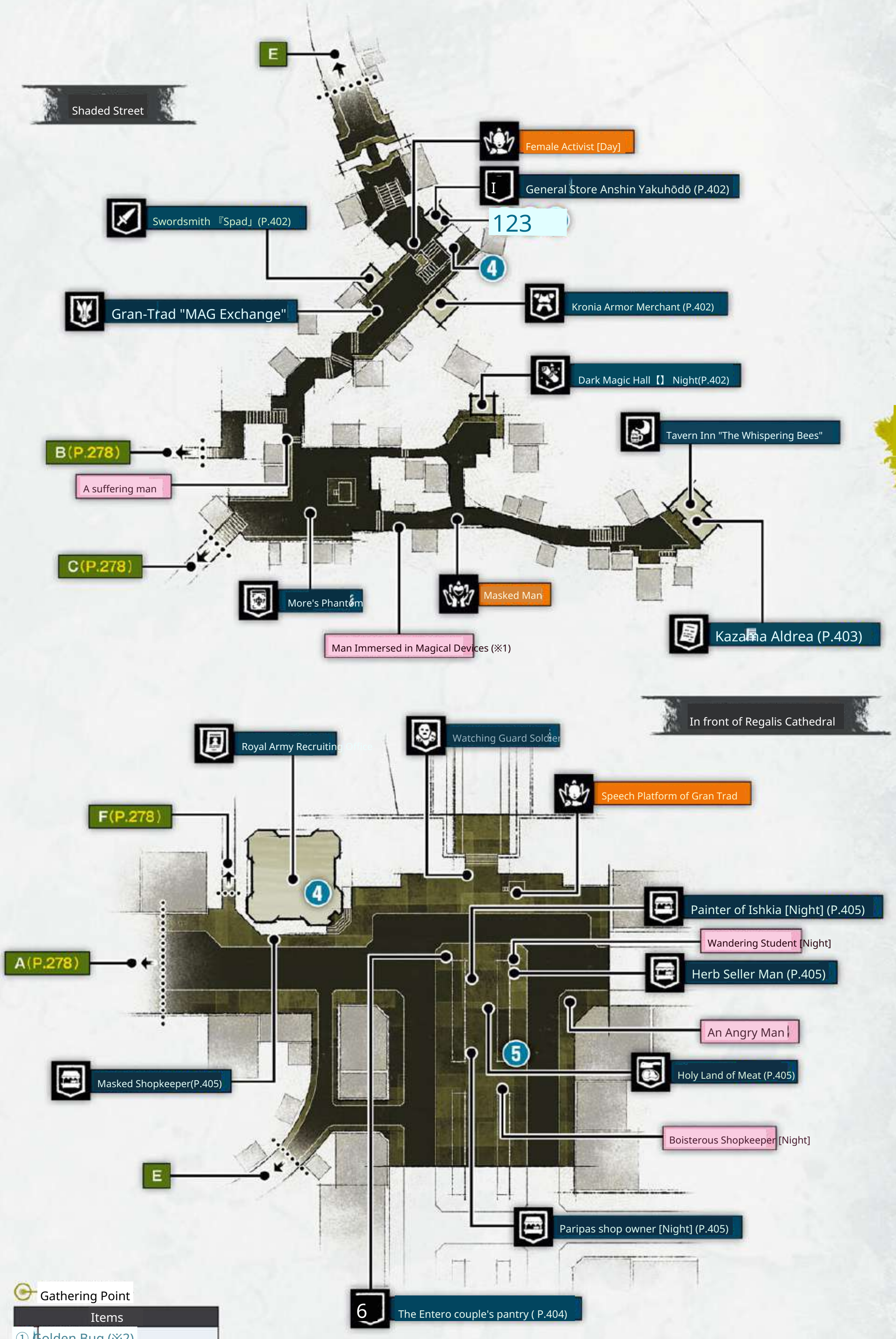


Underground Ossuary Entrance



Map Survey

Royal Capital Gran-Trad



Gathering Point

Items
① Golden Bug (※2)
? 100MAG (3)
③ Golden Bug (※4)
④ Golden Bug
⑤ Golden Bug (5)

※1: Appears when the weather is rainy ※2: Can be obtained by examining the spice bag ※3: Can be obtained by examining the small bottle in the foreground ※4: Can be obtained after arriving on Virga Island ※5: Appears when you talk to the bug-loving old man in Breihaven

NORTHERN BORDER FORT

DUNGEON

Northern Border Fortress

Appearing Enemies

Wild Dog Handō P.456

LV	1	HP	80

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Homenta [redacted] P.453

LV 2 HP 60

Slash	Pierce	Bash	Fire	Ice	Thunder	Wind	Light	Dark

One weakness, one resistance None

Homo Oppo (Northern Border Fortress) P.452

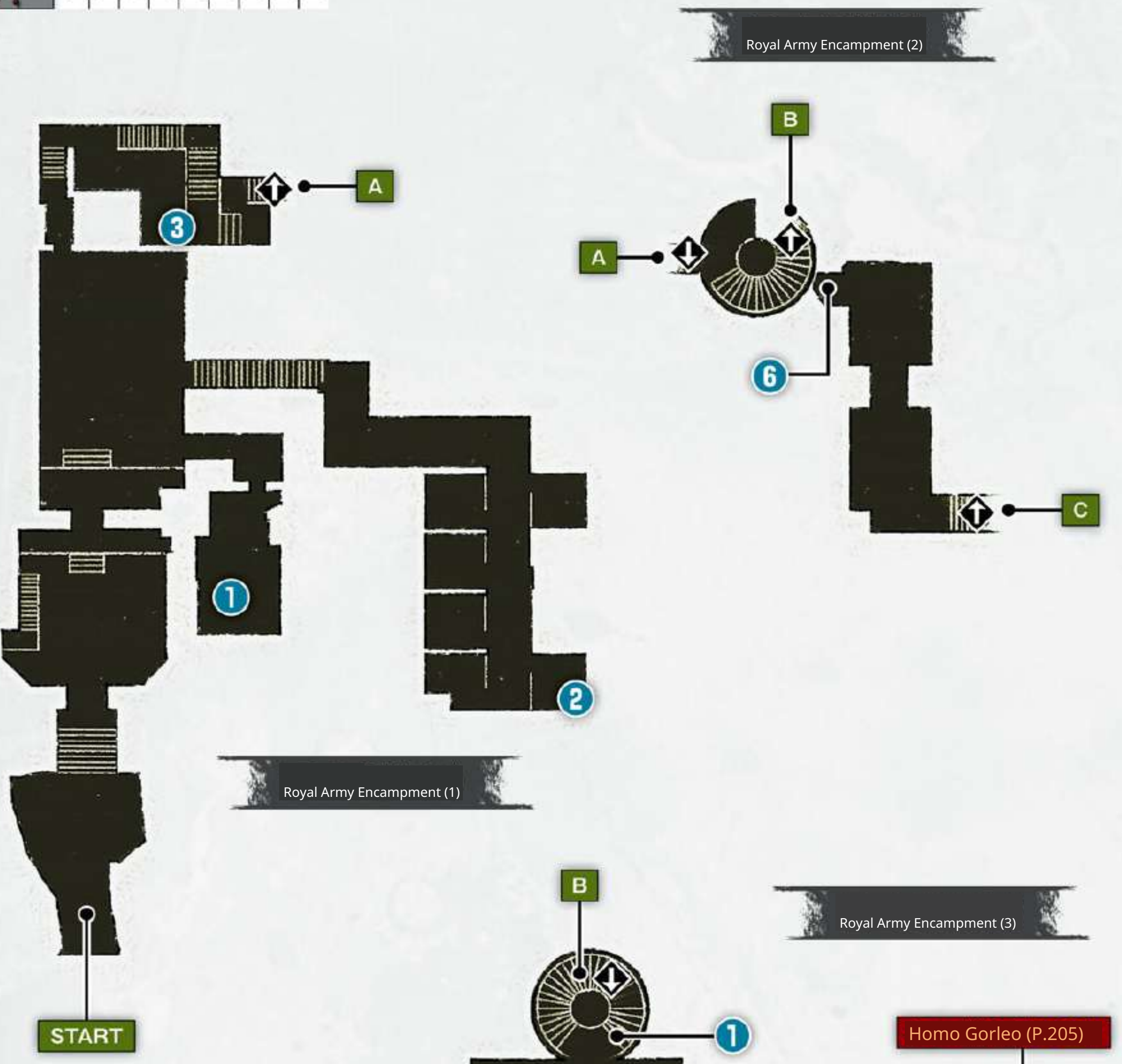
LV 3 HP 200 [redacted]

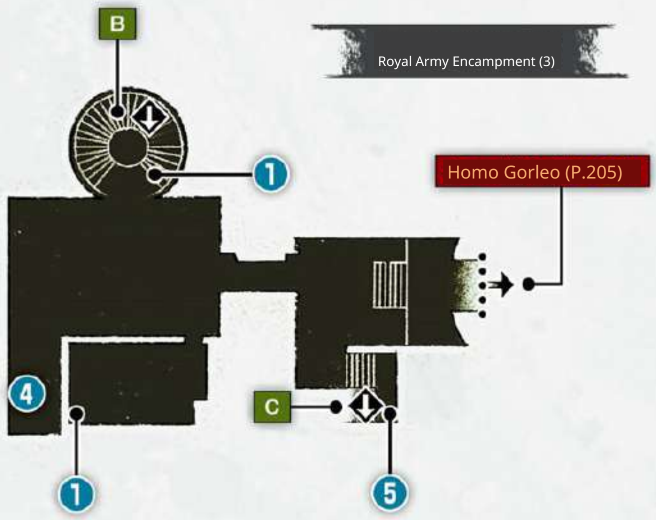
Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Homo Gorleo P.462

LV 3 HP 350

Slash	Pierce	Bash	Fire	Ice	Thunder	Wind	Light	Dark
—	—	—	—	—	—	—	—	—





Gathering Point

Items
① Medicine
② Revival Potion
③ Herbs ×3
④ Remains of a Magitek Device
⑤ Antique Coin
⑥ Magic Pills

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Map survey

of the Northern Border

NORTH MINES

— Nord Abandoned Mine

Appearing Enemies

Wild Dog Handō P.456
LV 1 HP 80
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — — — —

National Army · Sword Soldier P.439
LV 1 HP 100
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— — — Weak Weak — — —

Homo Tenta P.453
LV 2 HP 60
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— Weak 耐 — 無 — — —

Nokuros P.448
LV 3 HP 125
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — 弱 — —

Gelatenos P.441
LV 4 HP 190
Slash Pierce Strike Fire Ice Electric Wind Light Dark
Res Res Null Weak Weak Wea — — —

Magic Soldier P.463
LV 4 HP 220
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— — — — — — — — —

National Army Soldier P.439
LV 4 HP 330
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — — —

Serpetia P.446
LV 6 HP 174
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — Resist Weak 耐 — —

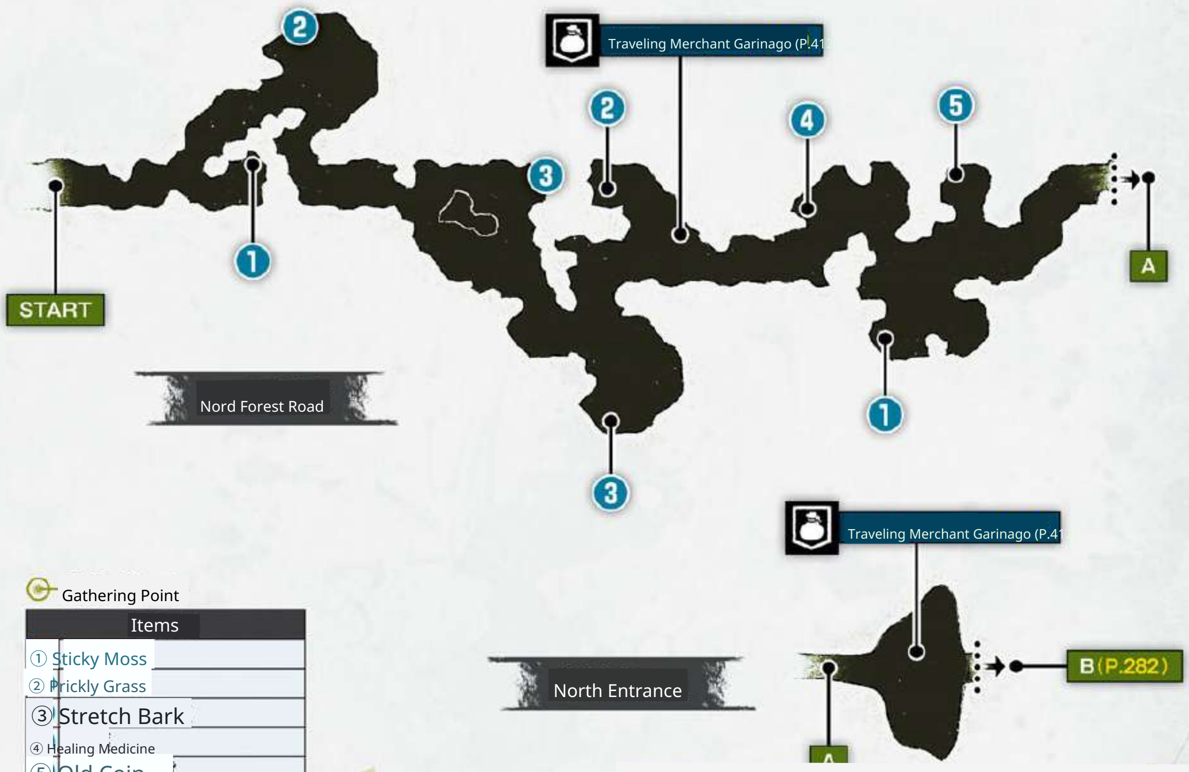
Wild Bird Korbo P.456
LV 9 HP 160
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— Weak — — — — — — —

Sand Worm Valmo P.445
LV 11 HP 832
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — 無 弱 — — — —

Soldier Captain Kringel P.463
LV 5 HP 530
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — Weak

Homo Fulcilo P.454
LV 10 HP 2300
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— Weak Weak Resist Resist —

Fire Dragon Mauna P.463
LV 12 HP 3500
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— -- Repel Weak — — — —

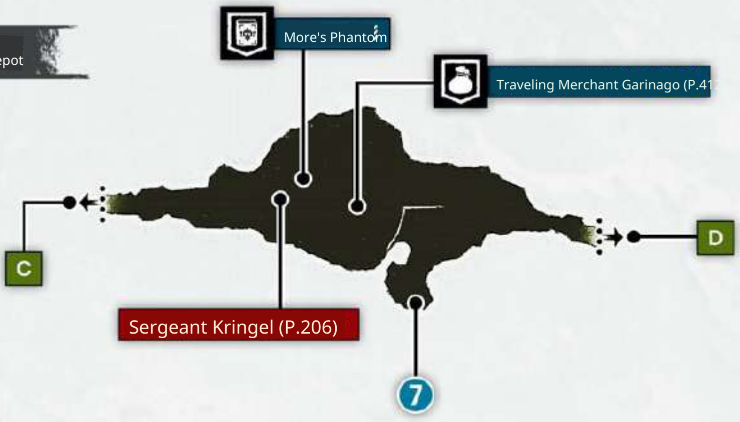


Gathering Point

Items
① Sticky Moss
② Prickly Grass
③ Stretch Bark
④ Healing Medicine
⑤ Old Coin

1st Mining Site

Supply Depot



2nd Mining Site

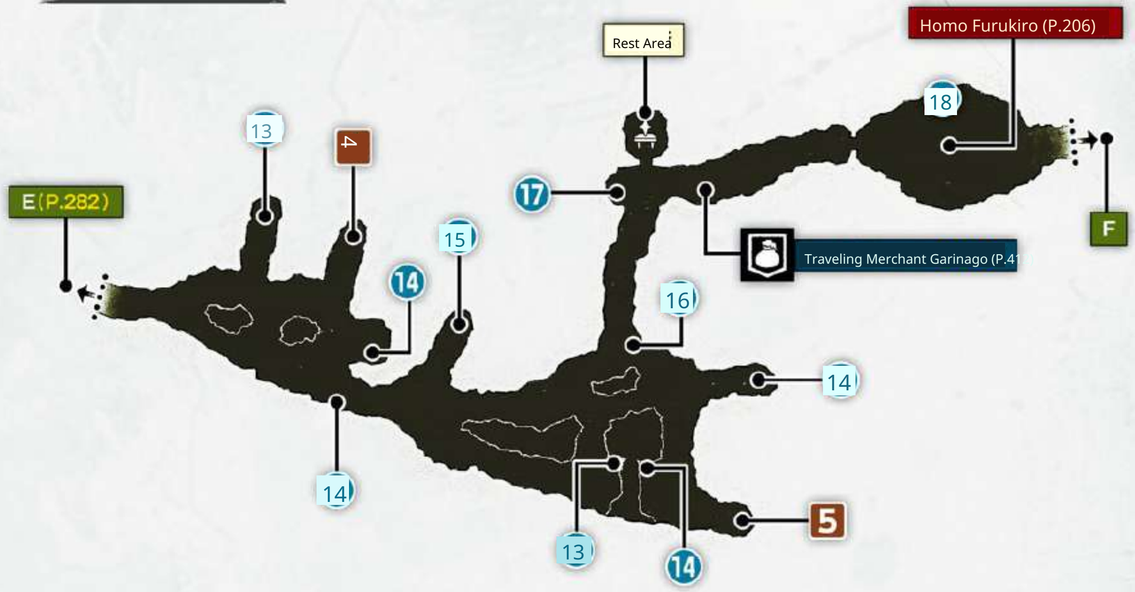
Gathering Point

Items
⑥ Scrap Iron
7 Gran Iron
⑧ Fermis Ointment ×2
⑨ Medicine
⑩ Old Coin
1 Fermis Ointment
12 Sticky Moss

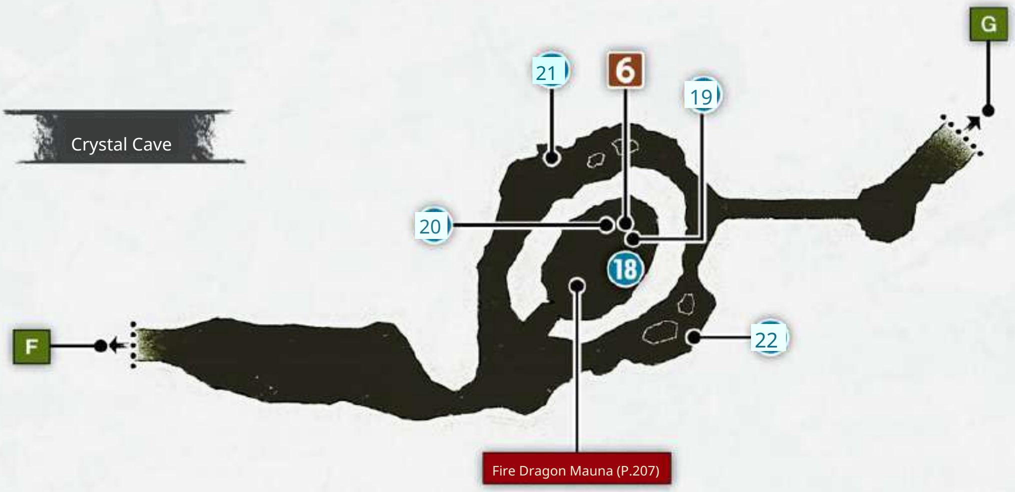
Treasure Chest

Items
1 Miner's Safety Boots
2 Magic Pills ×3
3 Black Iron Gauntlets

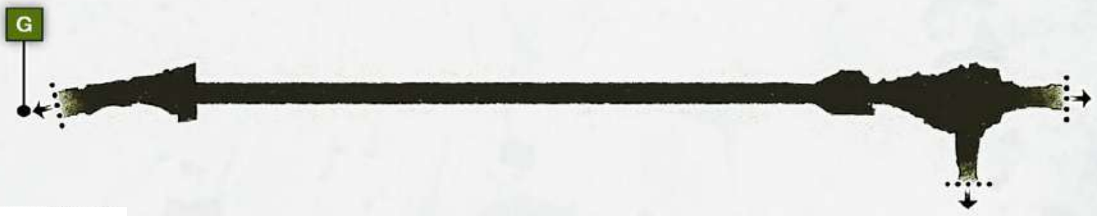
Third Mining Site



Crystal Cave



Underground Bridge



Gathering Point

Items
13 Magic Pill
14 Scrap Iron
15 Fairy Powder
16 Medicinal Herbs
17 Blessed Water
18 Gran Iron
19 Glossy Fur
20 Onyx
21 Remains of a Magic Device
22 Nernel Clay

④ Treasure Chest

Items
4 Mining Work Clothes
5 Amulet of Fortitude
6 Greatsword of the Reverse Scale

Mausoleum

DUNGEON

Underground Ossuary

-Appearance, Part 3-

Watchdog Hachinshita I — P.449

LV 4 HP 100

Slash Pierce Blunt Fire Ice Lightning Wind Light Dark

— — — Weak Weak — — — —

Gelatenos — P.441

LV 4 HP 190

Slash Pierce Blunt Fire Ice Lightning Wind Light Dark

Resist Resist Null Weak Weak Weak Weak — —

Spect — P.446

LV 17 HP 300

Slash Pierce Blunt Fire Ice Lightning Wind Light|

Reflect Reflect Reflect Weak, Weak —

Soldier Skeleton · Bow — P.451

LV 19 HP 364

|Slash Pierce Crush Fire Ice Electric Wind Light Dark

Res Res Weak Normal Normal Null Normal Weak 耐

Soldier Skeleton · Spear — Page 451

LV 19 HP 380

Slash Pierce Crush Fire Ice Electric Wind Light Dark|

Res Res Weak | — — 無 — Weak Res

Soldier Sket Sword — P.451

LV 19 HP 400

Slash Pierce Crush Fire Ice Electric Wind Light Dark

Res Res Weak Normal — — 無 - - Weak Res

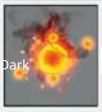
Giant Gelatenos — Page 437

LV 20 HP 632

Slash Pierce Crush Fire Ice Electric Wind Light Dark

"Null Null Null Weak Normal W — — —

Crimson Elmenta — P.438



LV 22 HP 1400

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — Resist Weak — — —

Giant [redacted]odsucking Gelatenos — Page 436

LV 23 HP 1550

Slash Pierce Strike Fire Ice Lightning Wind Light Gl

None None None Absorb Weak Weak —

Kadaburitchi — P.433

LV 25 HP 2000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark|

Repel Repel Repel. — — — — 弱 —

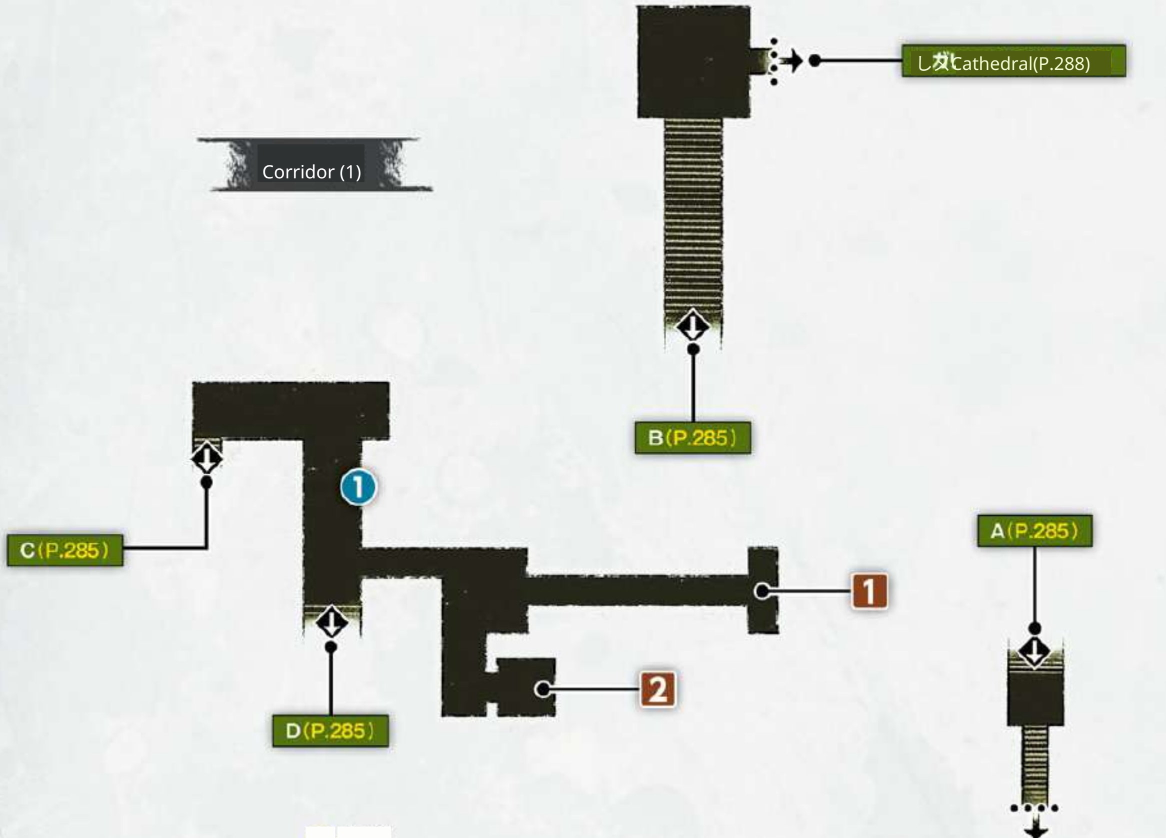
Dea[redacted]raias — P.463

LV 11 HP 1900

Slash Pierce Strike Fire Ice Lightning Wind Light Dark|

— — — — — — — Weak Resist

Map Survey



○-Gathering Skill I Lower

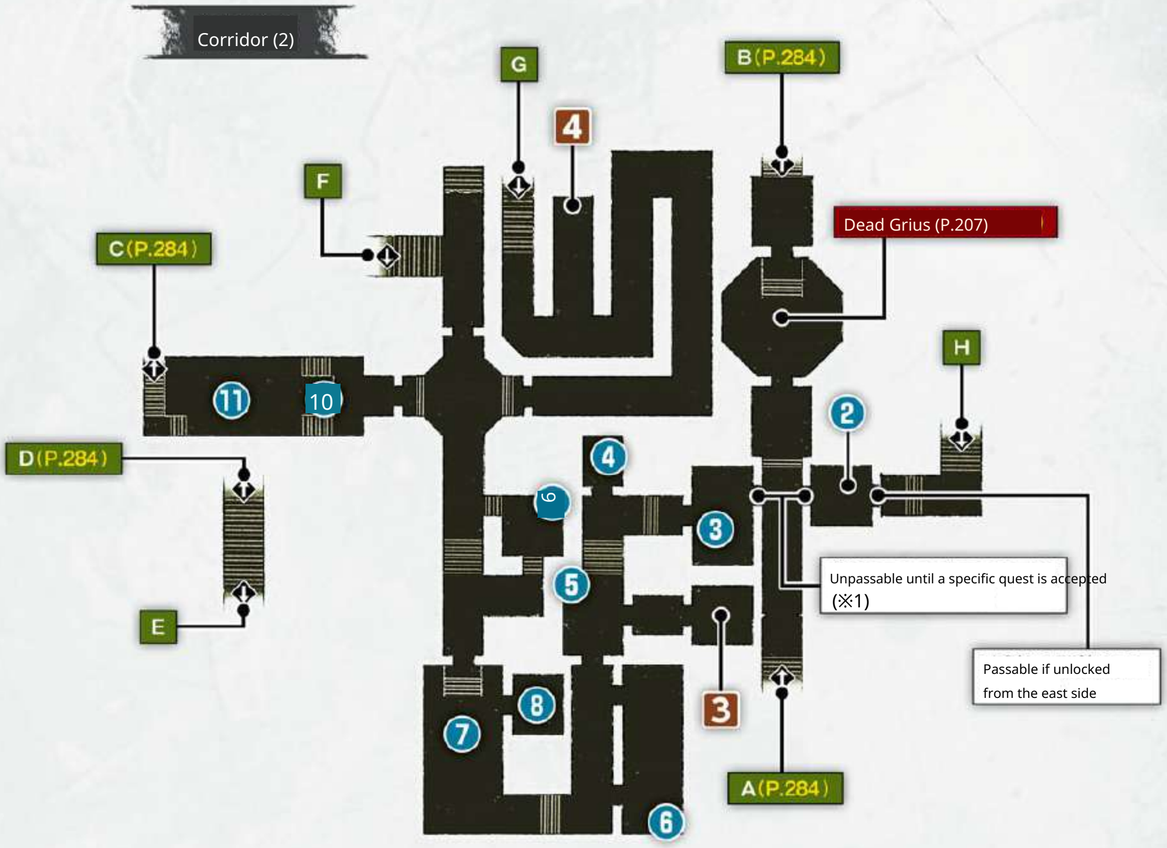
Items
① Luck Incense

④ Treasure Chest

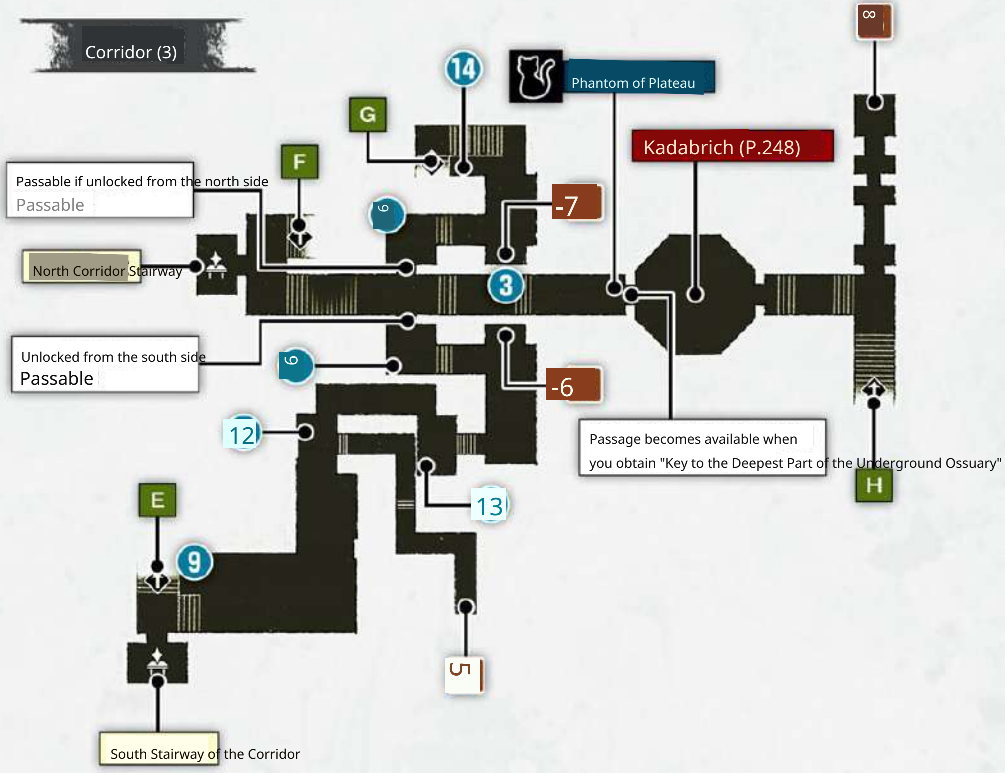
Items
1 Reviving Incense
2 Fire Magic Device

Underground Ossuary

Corridor (2)



Corridor (3)



Gathering Point

Items
2 Rusted Accessory
③ Sacred Ash Bottle
④ Hero's Incense
⑤ Bundle of Old Paper
⑥ Old Coin
⑦ One-Night Candle
8 Grace Water

Items
9 Rusted Candelabra
10 Onyx
11 Peridot
12 Sand-Covered Armor
13 Hero's Fruit
14 Speed Incense

Treasure Chest

Items
3 Monk's Wooden Clogs
4 Remains of a Magical Device
5 Hero's Light Leaf
6 Broken Key · Lower Part
7 Broken Key · Upper Part
8 Fire-Warding Glasswork

*1: The door will be open when you visit after accepting the quest "Retrieve the Family Heirloom Necklace" or "Search for the Amulet Skull."

REGALITH GRAND CATHEDRAL
DUNGEON

Toregalis Cathedral

— Appears 31

Homo Tenta P.453 Watchdog 8 Lower

LV 2 HP 60
Slash Pierce Bash Fire Ice Thunder Wind Light Dark
Weak 耐 — 無 — — —

P.449

LV 4 HP 100
Slash Pierce Bash Fire Ice Thunder Wind Light Dark
— — — Weak Weak — — —

ヌクト·Sword P.445

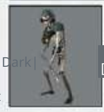
LV 6 HP 150
Slash Pierce Bash Fire Ice Thunder Wind Light Dark
- Resist Weak. Nul - Weak Resist

Kukubo·Sword (Alternate Battle) P.445

LV 6 HP 150
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— - Resist Weak None Absorb Absorb None Weak

Orb·Spear P.

LV 6 HP 445n150
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— 耐 弱 — — 無 — Weak Resist

Orb·Spear (Alternate Battle) P.445

LV 6 HP 150
[Slash Pierce Strike Fire Ice Electric Wind Light Dark
·Resist Weak 無 Weak Resist

Bow P.445

LV 6 HP 150
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
·Resist Weak — — 無 — Weak Resist

Rui Army · Spear Captain P.458

LV8 HP 200
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — Weak — — — —

Louis Army • Mage Soldier P.458

LV 8 HP 210
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak Resist Resist Resist Resist Resist |

Terrifying Watchdog Hachishita Page 436

LV 9 HP 170
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — Weak Weak — — —

Dead Citizen モルネ ト(※1) P.443

LV 9 HP 230
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
·Weak
— — — — — — Weak Resist

Dead Nobleman Molnet P.442

LV 9 HP 230
[Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— — — 弱 — — — Weak Resist

Dead Soldier Morneto P.443

LV 9 HP 230
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Weak
— — — — — ·Weak Resist

Infantry · Spearman P.458

LV 10 HP 500
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— — — 弱 — — — —

Azure Elmenta P.431

LV 10 HP 1000
Slash Pierce Crush Fire Ice Lightning Wind Light Dark|
— — — Weak Resist — — —

Sergeant Skelet · Bow P.

452nLV 12 HP 254
Slash Pierce Strike Fire Ice Lightning Wind Light 闇 |
Res Res Weak — — 無 — Weak Res

Sergeant Okuto · Spear P.451

LV 12 HP 260
Slash Pierce Strike Fire Ice Lightning Wind Light 闇
Res Res Weak 「No Weak Res

Sergeant Sket Sword P.451

LV 12 HP 280
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Res Res Weak — — 無 - Weak Res

Animated Statue Gargots P.447

LV 14 HP 300
Slash Pierce Strike Fire Water Lightning Wind Light
無 無 — — — Res Weak | —

War Wolf Ulhas P.438

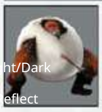
LV 15 HP 289
Slash/Pierce/Bash/Fire/Ice/Lightning/Wi
— — — Weak Weak — — —

Indigo Homo Tenta P.440

LV 15 HP 300
[Slash/Pierce/Bash/Fire/Ice/Lightning/Wind/L
·Weak Resist Weak Reflect — — —

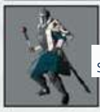
Cursed Bone Magireto P.443

LV 15 HP 545
| Slash/Pierce/Bash/Fire/Ice/Lightning/Wind/Light/Dark
One Resist Weak One One None One Weak Reflect

ホモ ·Talent Swordsmanship P.452

LV 15 HP 1000
Slash/Pierce/Bash/Fire/Ice/Lightning/Wind/Light/Dark
— — 弱 — — — — — —

Louis Army · Sword Captain P.458

LV 16 HP 500
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — 弱 — — — —

Louis Army · Magic Corps Captain P.458

LV 16 HP 800
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— 弱 — 耐 Res Res Res Res Res

Spect P.446

LV 17 HP 300
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Reflect Reflect Reflect Weak
— — — Weak

ヌLower (Lower Battle) P.446

LV 17 HP 350
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Reflect Reflect Reflect
— — — — We

Subjugated Dead P.463

LV 18 HP 600
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— — — 弱 — — Weak Resist

Homo Fulcilo P.454

LV 20 HP 1550
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— Weak — — — Reflect Resist —

Zorba P.463

LV 19 HP 2500
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark|
— — — ·Res Res Res Res Weak Res

※1: EXP, MAG, and money obtained from defeated enemies change.

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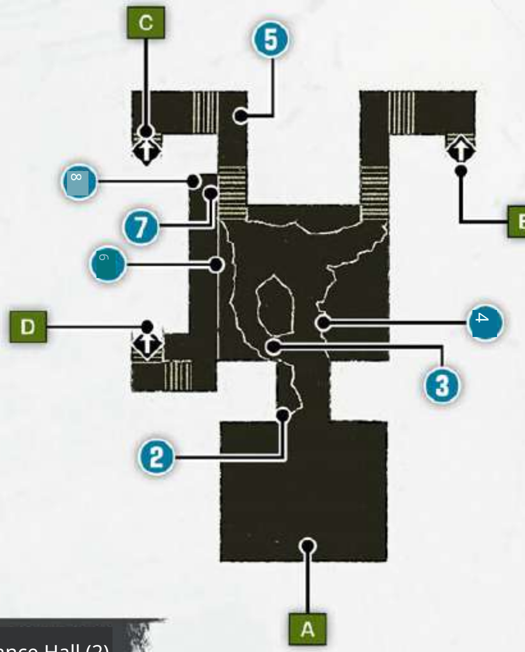
○ Appearing enemy

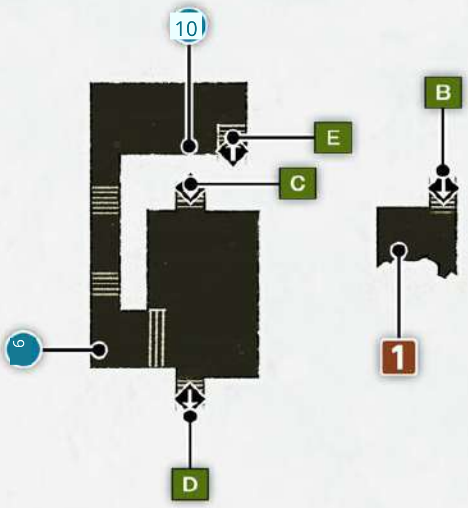
Homo・Avades								P.463
LV 20 HP 1920								
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Res	Res	Res	Res	Res	Res

Central Plaza

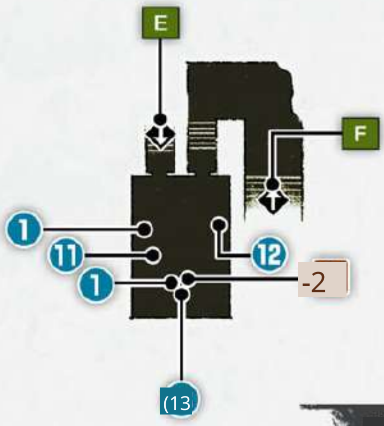
Entrance Hall (1)



Entrance Hall (2)



Entrance Hall (3)



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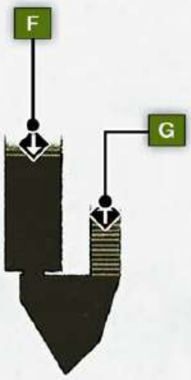


Entrance Hall (5)

Gathering Point

Items
1 Noble's Scripture
② Rusted Candlestick
③ High-grade Healing Salve
④ Onyx
⑤ Remnants of a Magitech Device
6 Sacred Bread of Unsealing
7 Magitech Ball
8 Anti-Paralysis Vitamin
⑨ Sacred Water of Sterilization
10 Detox Serum
1 Water of Blessing
12 Bone Rod
13 Stamina Incense

○-Treasure Chest

Items
1 Wind Magic Device
2 Reviving Incense

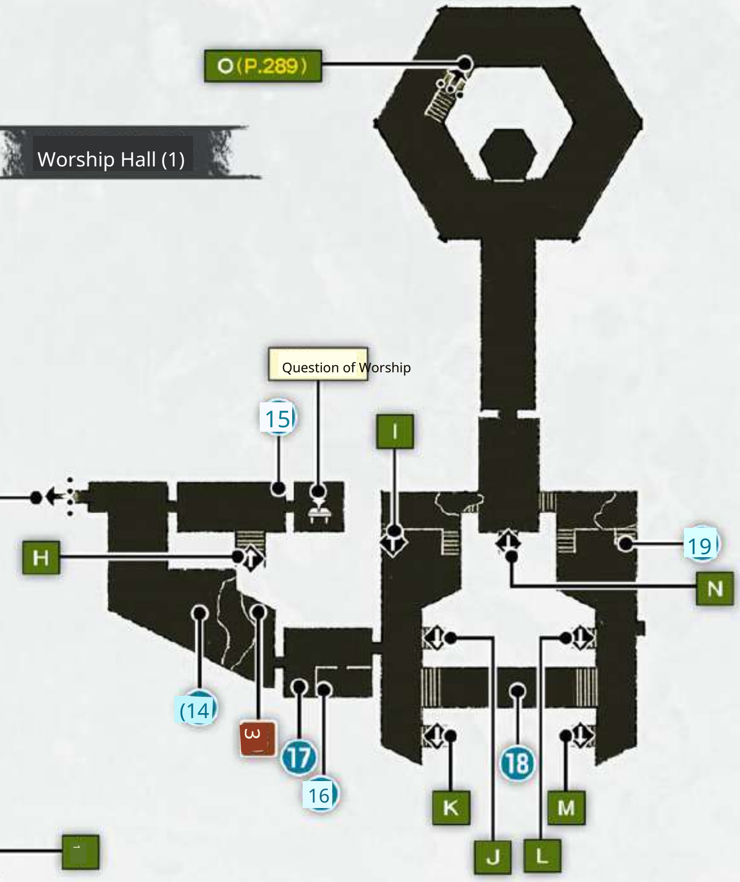
Gathering Point

Items
14 Rusted Long Weapon
15 High-Grade Healing Medicine
⑩6 Chapel Waiting Room Key
1 Great Fairy Powder
18 Apprentice Iron Staff
19 Holy Water of Sterilization
2 Noble's Scripture
②Rusted Armor
22 Ariadne's Thread

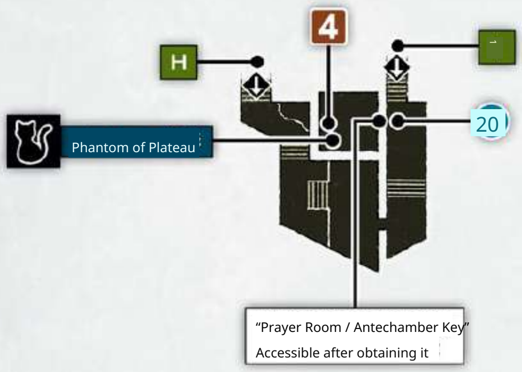
Treasure Chest

Items
3 Orb of Fortune
4 Evil-Repelling Fist

Worship Hall (1)

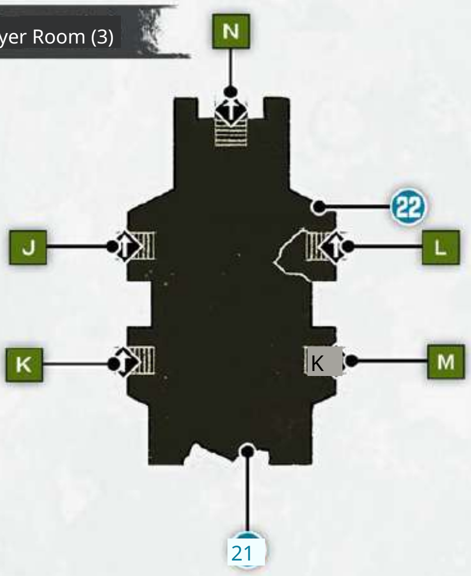


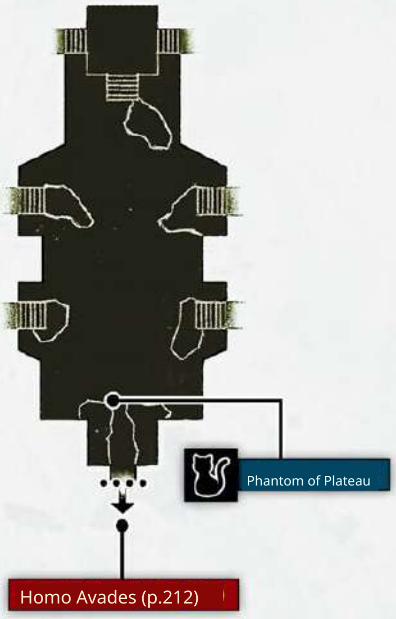
Worship Hall (2)



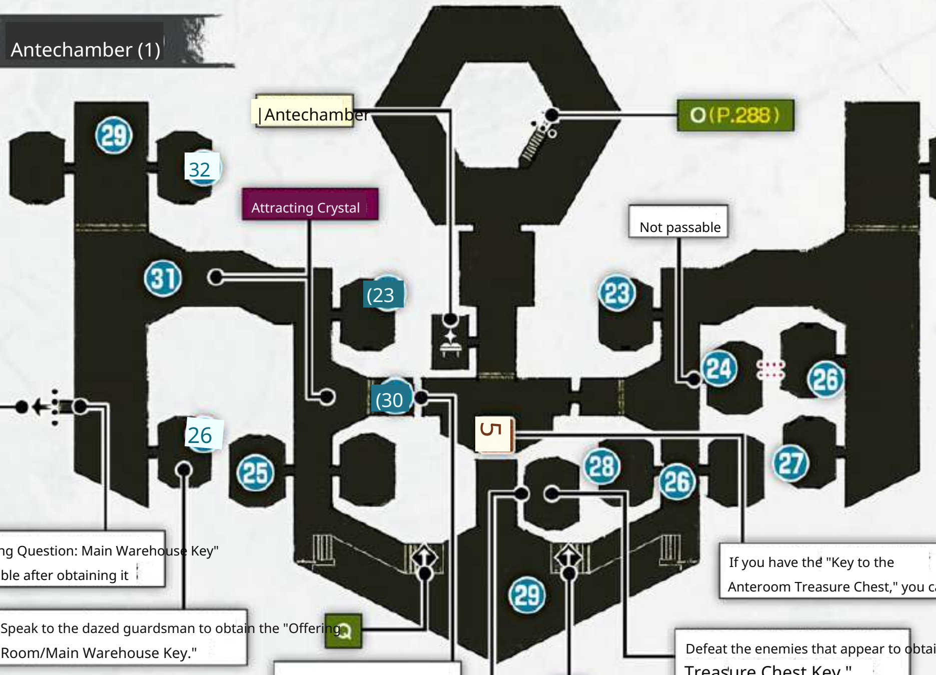
After the collapse of the Prayer Room (3)

Prayer Room (3)

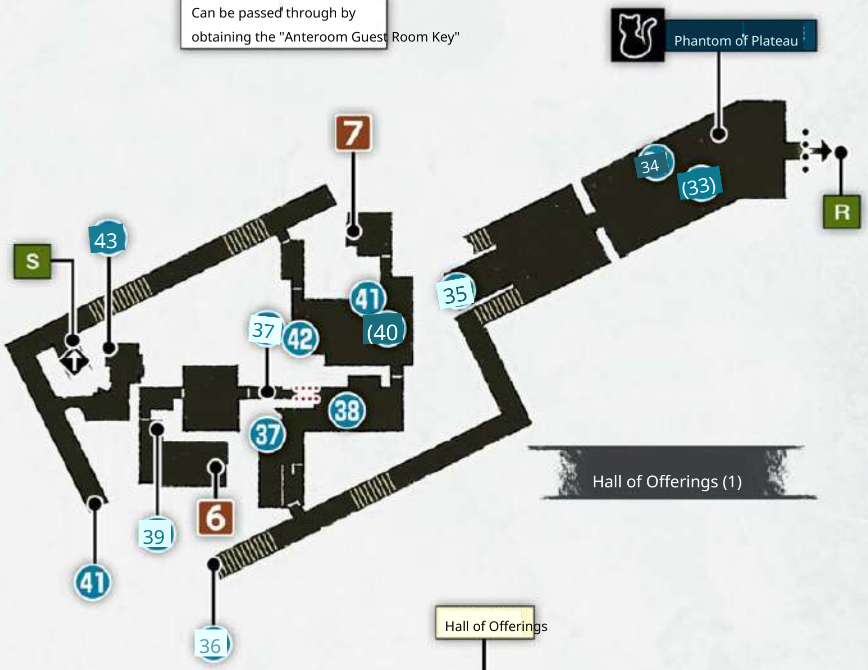




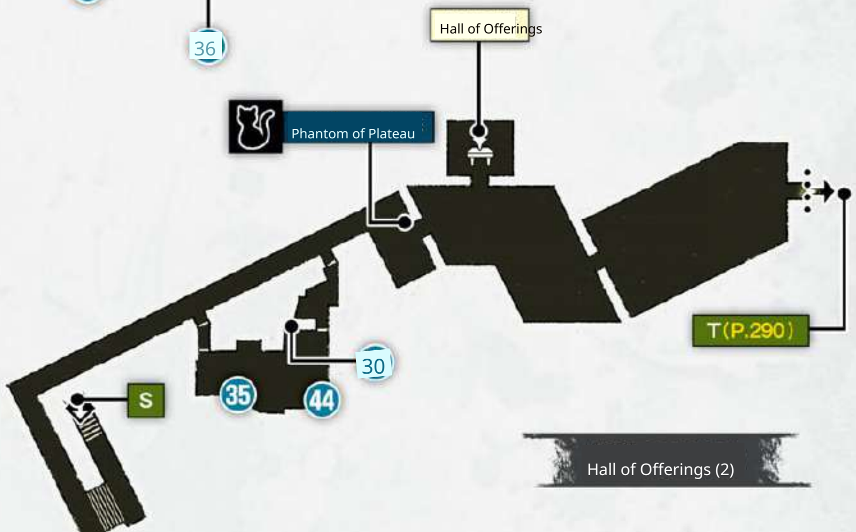
Antechamber (1)



Anteroom (2)



Hall of Offerings (1)



Hall of Offerings (2)

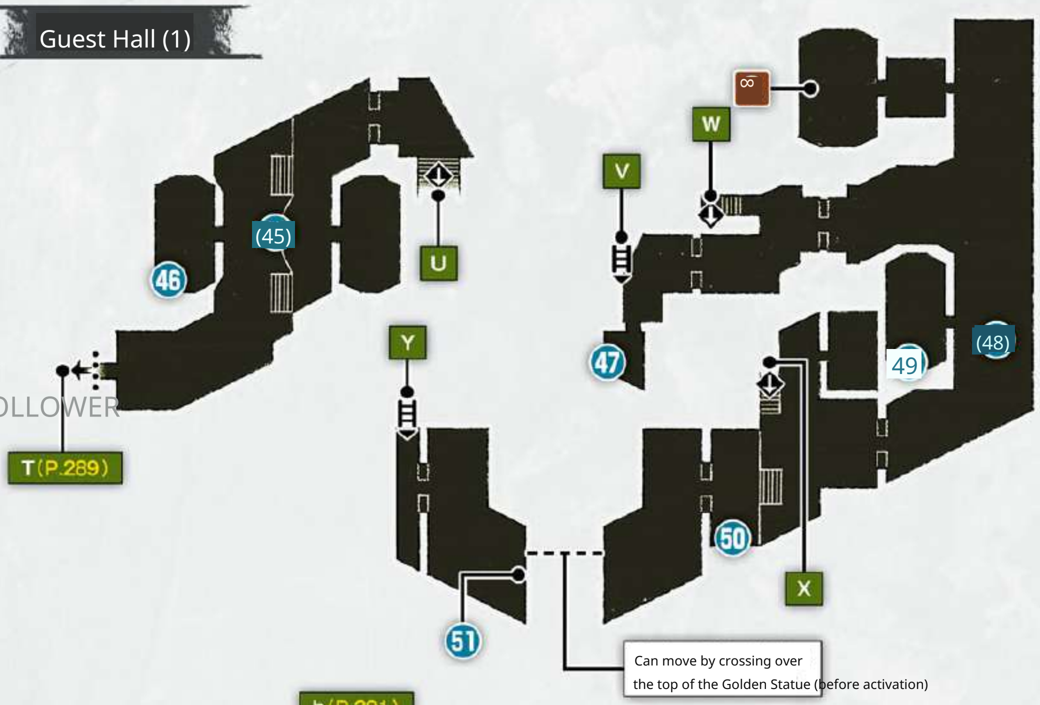
Gathering Point

Items
23 Magic Pill
24 Key to the Antechamber/Guest Room
25 Golden Cutlery
26 Sterilizing Holy Water
27 Dull Old Clothes
28 Life-saving Medicine
29 Neon Mushroom
30 Blessed Water
31 Rusty Hand Guard
32 Premium Healing Medicine
33 Invincible Men
34 Antidote Serum
35 Bidō Bird Meat
36 Gran Iron
37 Glossy Fur
38 Hero's Incense
39 Onyx
40 Apprentice's Surcoat
41 Holy Bread of Uncurse
42 Ice Chunk
43 Clean Drinking Water
44 Peridot

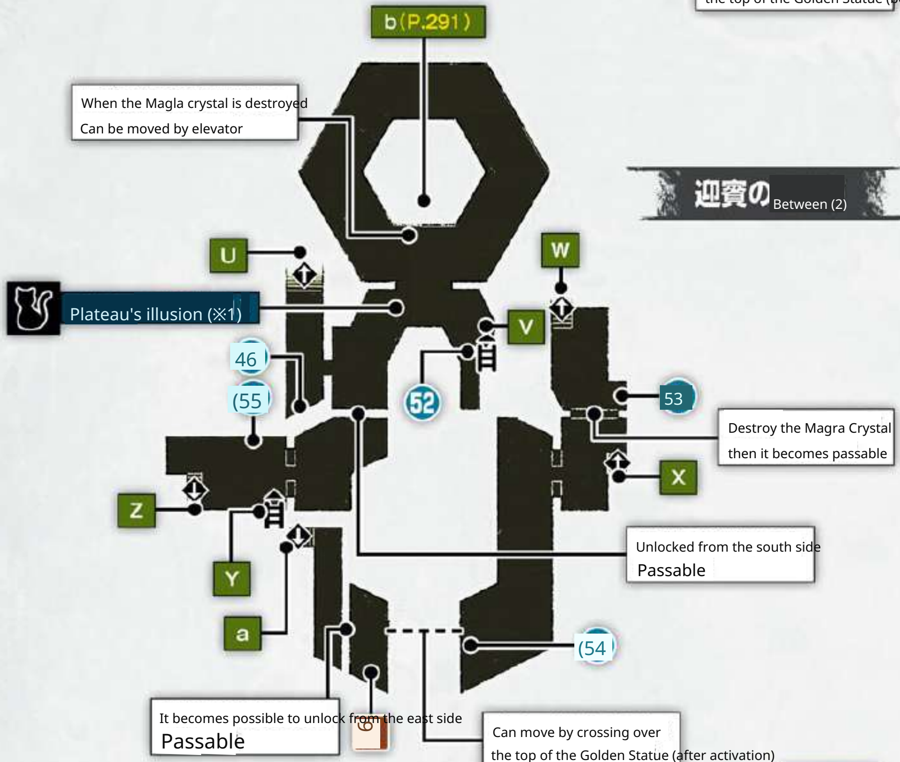
Treasure Chest

Items
5 Necklace of the Sacred Seal
6 Silver Knight's Sword
7 Moonshadow Mace

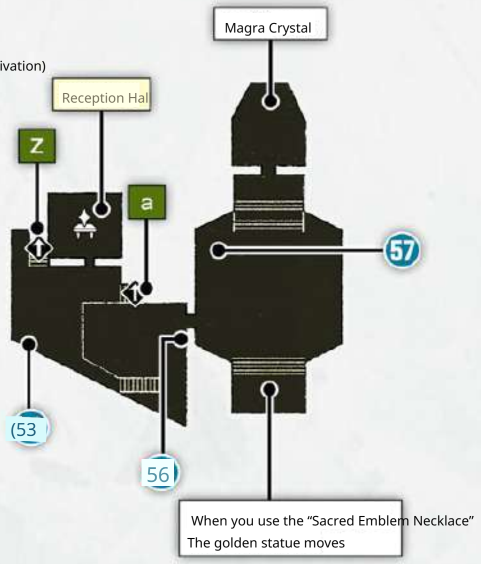
Guest Hall (1)



迎賓の Between (2)



Reception Room (3)



Gathering Point

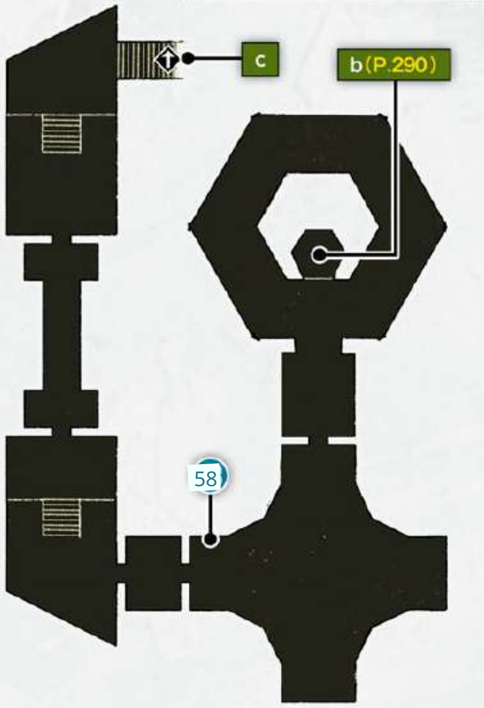
Items
45 Magical Fluid
46 Chipped White Porcelain
47 Antidote Serum
48 Neon Mushroom
49 Ariadne's Thread
50 Hero’s Incense
5 Premium Healing Medicine
62 64 Fine Faded Old Clothes
53 Blessed Water
64 Onyx
55 Sterilizing Holy Water
56 Reviving Incense
5 Evil Incense

④ Treasure Chest

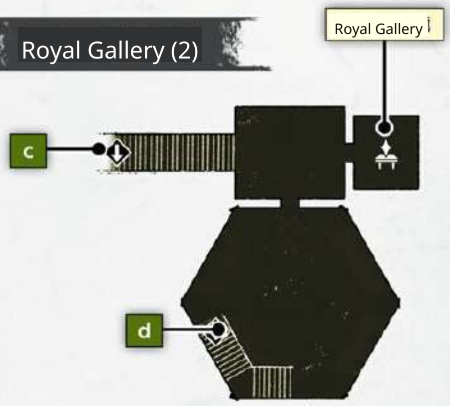
Items
8 Sterile Gloves
9 Robe of Exorcism of Darkness

*1: Appears after destroying the Magla Crystal

Royal Gallery (1)

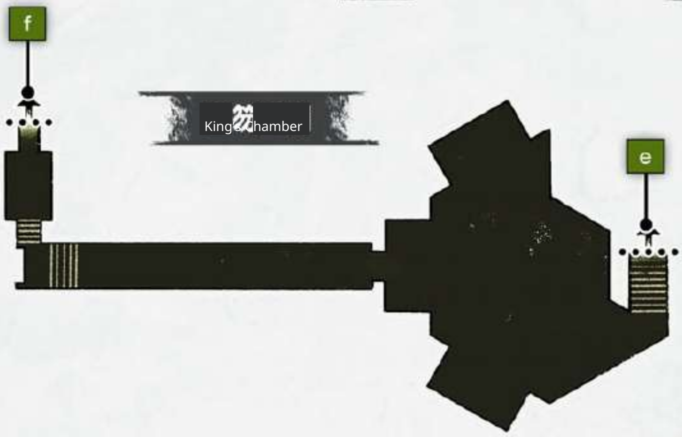


Royal Gallery (2)

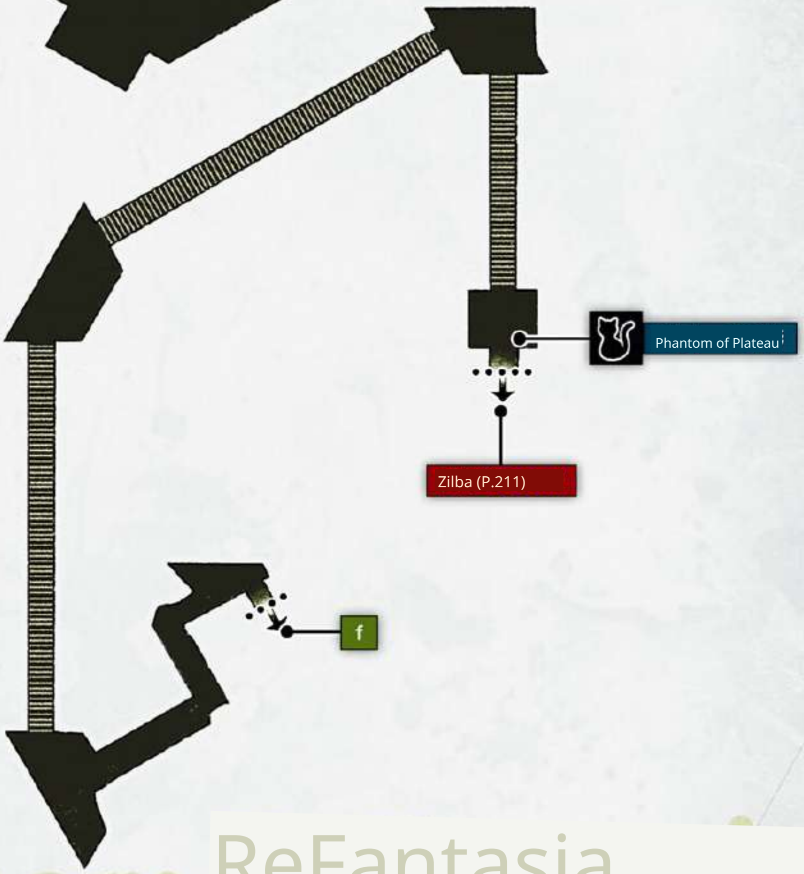


Royal Gallery (3)

King's Chamber



Heavenly Stairway



Gathering Point

Items
Holy Ash Bottle

WHITE CORRIDOR

Belega Corridor

Appearing Enemies

Nokuros P.448

LV 3 HP 125

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	—	—	Weak	—	—

Fearsome Dog Hando P.448

LV 9 HP 170

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	Weak	Weak	—	—	—	—

Goboron P.439

LV 9 HP 200

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Azure Elmenta P.431

LV 10 HP 1000

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	Weak	Resist	—	—	—	—

Bow Goborn P.457

LV 16 HP 298

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Magic Goborn P.444

LV 16 HP 310

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Goboron the Human Slasher P.450

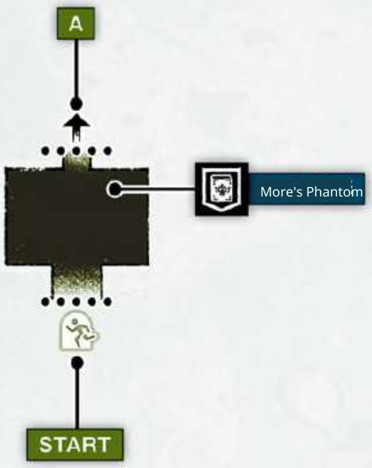
LV 16 HP 335

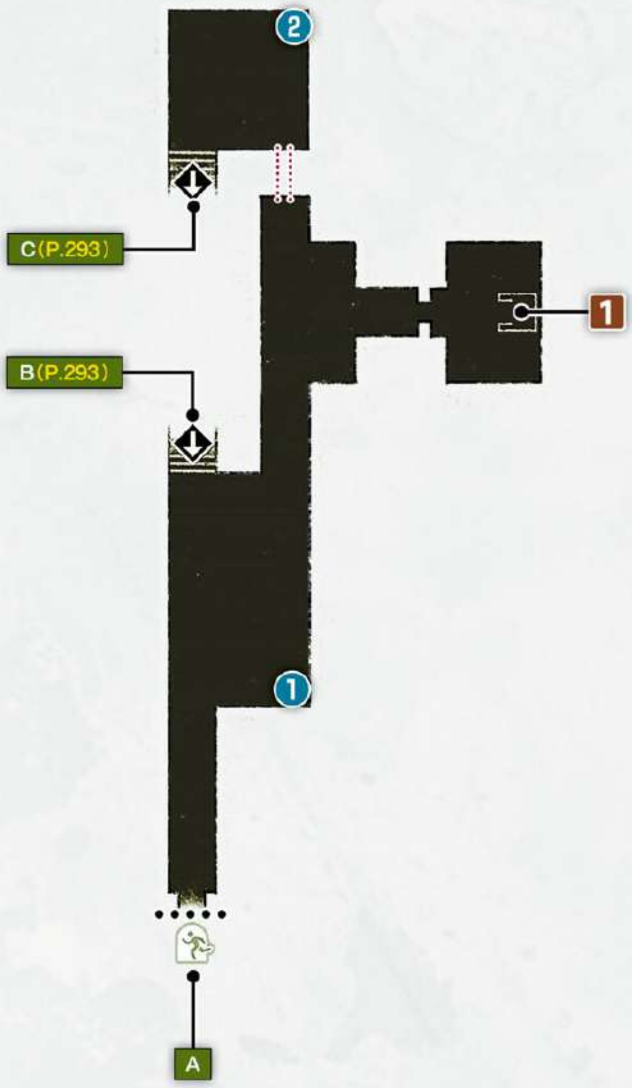
Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Guptaros the Fierce Beast Page 436

LV 22 HP 2500

Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	Weak	—	Resist	Weak	—	—	—	—



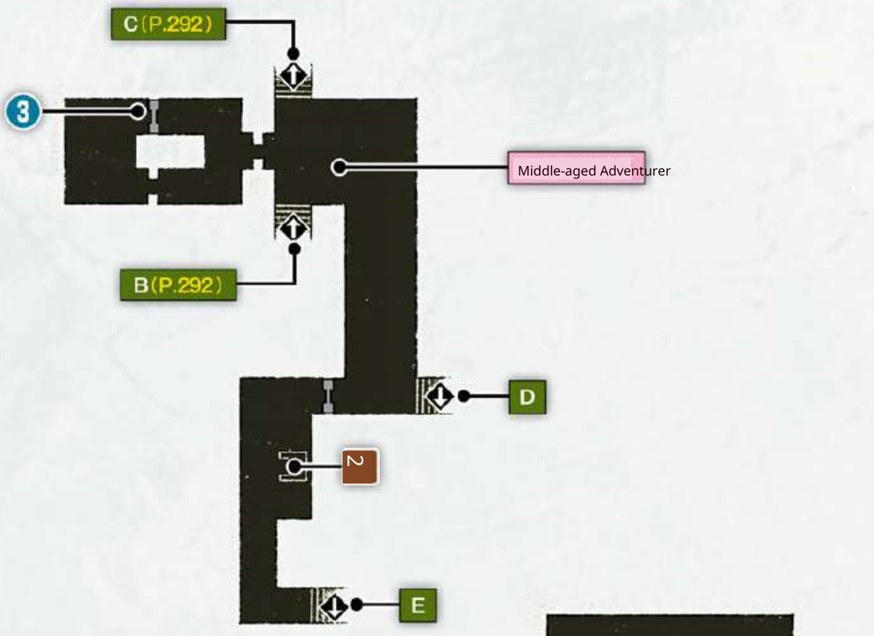


Gathering Point

Items
① Sparkling Marble
② Fairy's 粉

Treasure Chest

Items
1 Reviving Incense



Gathering Point

Items
3 Power Incense
④ Onyx
⑤ Shiny Stone
6 Great Fairy Powder
7 Hero's Incense
8 Magic Pills
⑨ Golden Bug
⑩ Blessing Water
11 Fairy Powder
12 Sparkling Marble

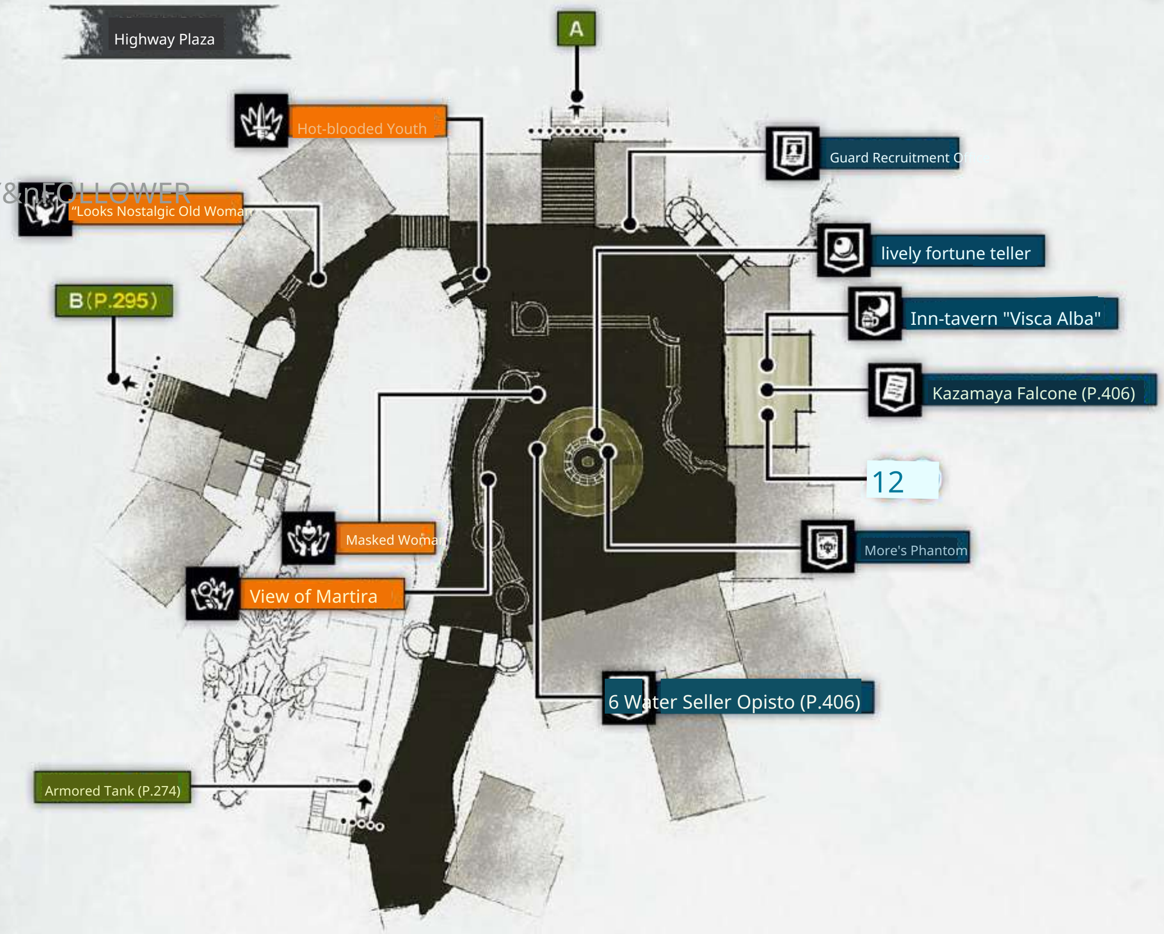
④ Treasure Chest

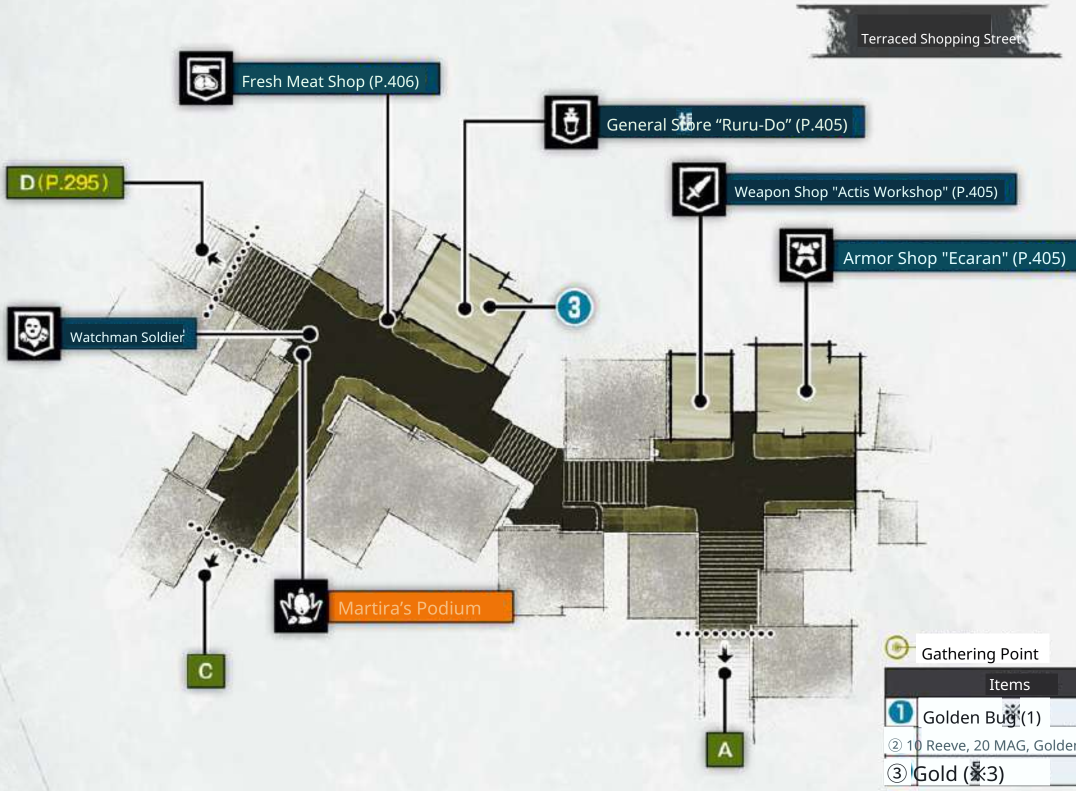
Items
2 Damascus Vest
3 Witch's Earrings
4 Aquamarine
5 Hundred Demons Thrust Spear
6 Guard's Greaves

MARTIRA, OLD CASTLE TOWN

TOWN

Martira, the Old Castle Town



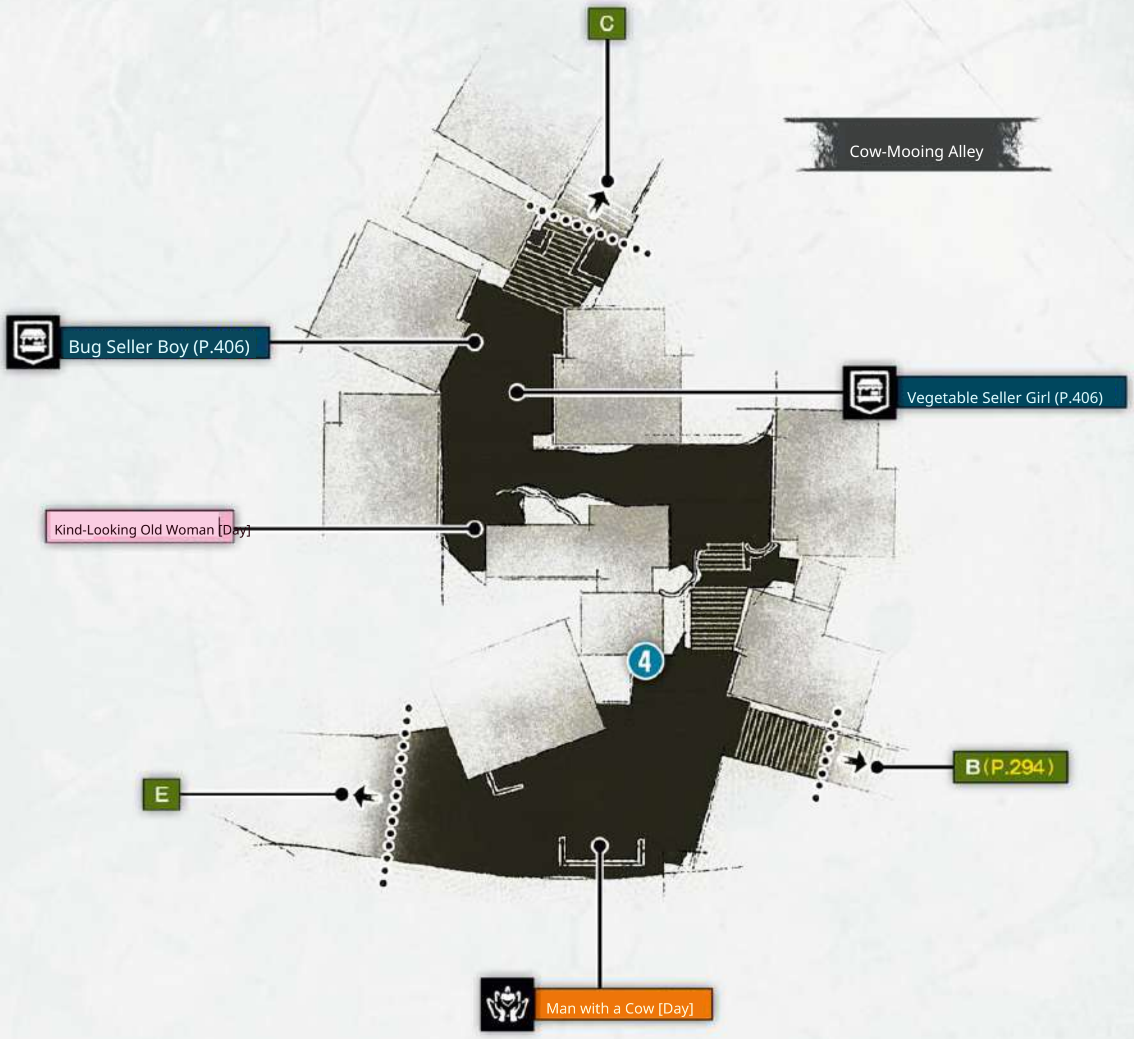


Gathering Point

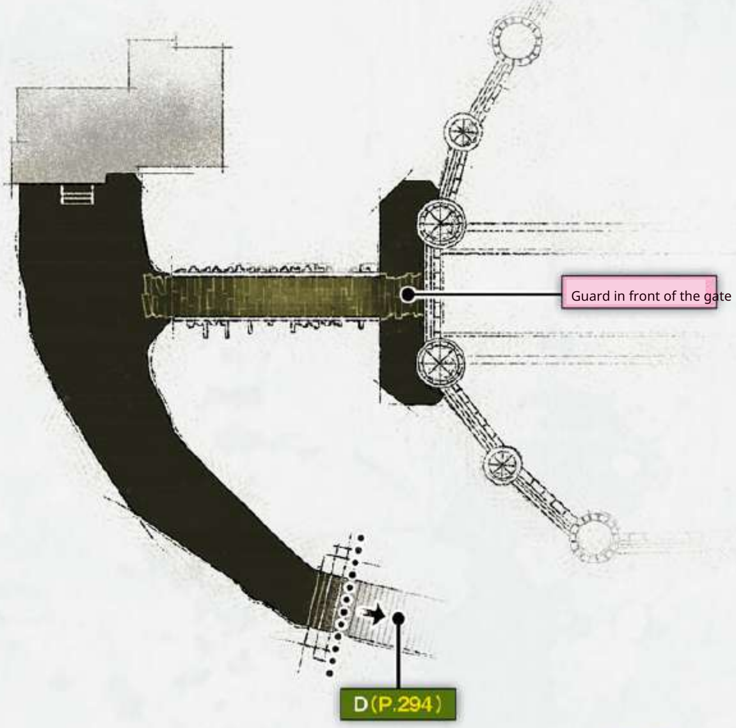
Items
① Golden Bug ※(1)
② 10 Reeve, 20 MAG, Golden Bug (※2)
③ Gold (※3)

※1: Can be obtained by examining the fireplace ※2: If you drink the water on the table in the guest room, you can obtain one of them once per day (ends when all three types have been obtained)
※3: Appears when you talk to the bug-loving old man in Brilehaven

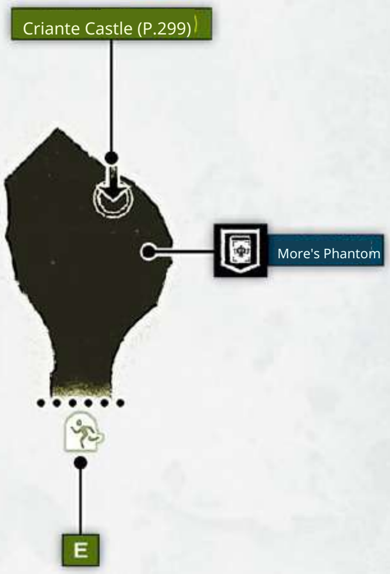
Cow-Mooing Alley



In Front of Criante Castle



Dead End of the Old Well



Gathering Point

Items
④ Golden Bug(※1)

*1: Appears after talking to the old man who likes insects in Brihaven. Can be obtained by inspecting the bag in front.

Giant Sandworm's Belly

DUNGEON

Inside the Belly of the Great Sand Worm

○ Appearing Enemies

Gelatenos P.441
LV 4 HP 190
Slash Pierce Strike Fire Ice Electric Wind Light Dark
Resist Resist Null Weak Weak Weak — — —

Crimson Elementa P.438
LV 22 HP 1400
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— — — 耐 弱 — — — —

Bloodsucking Gelatenos P.448
LV 20 HP 355
Slash Pierce Strike Fire Ice Electric Wind Light Dark
Null Null Null Absorb Weak Weak — — —

Aquatic Schuper P.445
LV 20 HP 404
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak Null Absorb Weak — — —

Homo Fios P.453
LV 25 HP 777
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — Weak Reflect Resist Resist Resist Resist

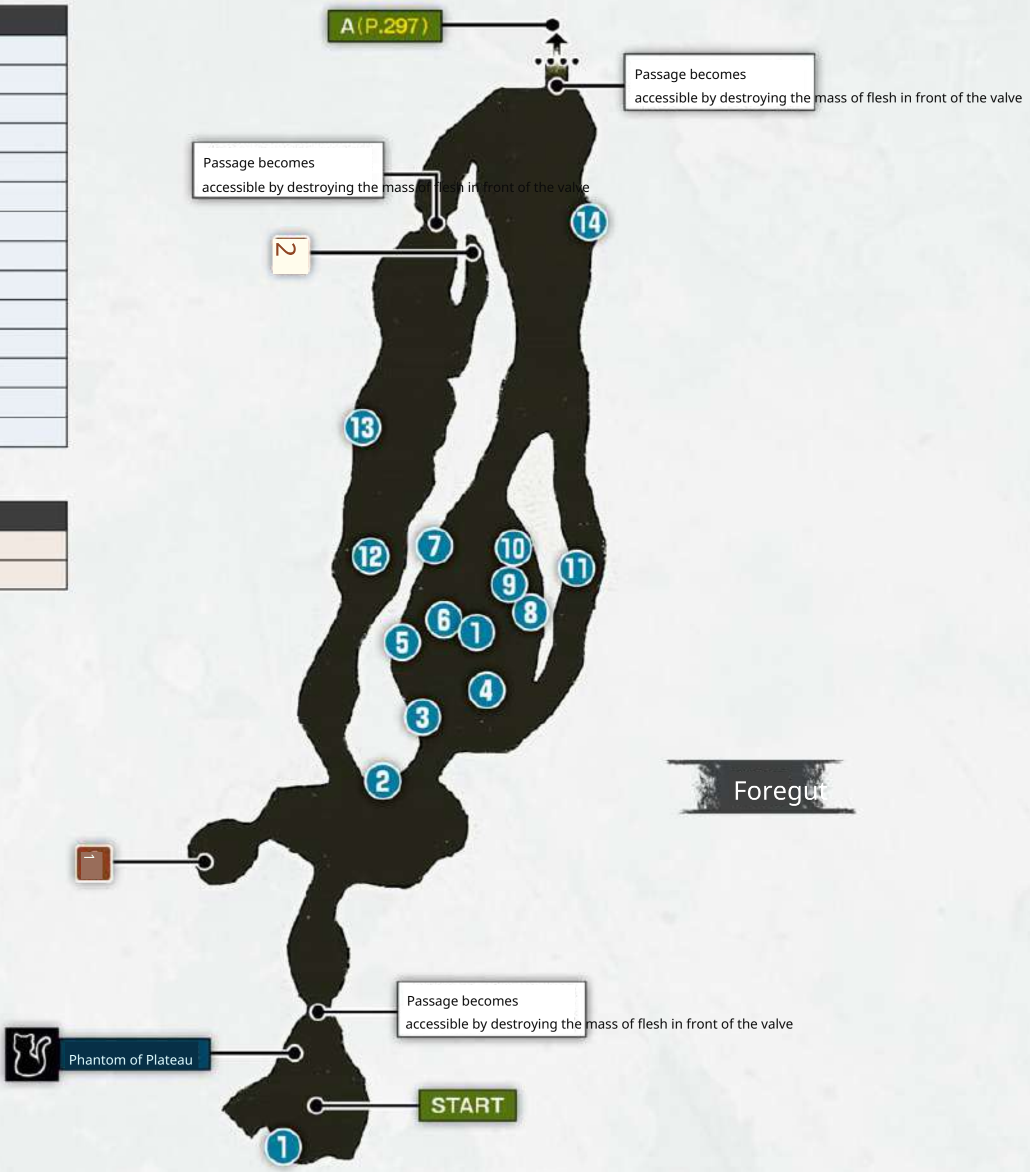
Parasitic Worm Valmo P.434
LV 22 HP 2200
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — 吸 55 — — —

Gathering Point

Items
① Perfume of the Hero
② Magic Fluid
③ Neon Mushroom
④ Capturing Rope
⑤ Blessing Water
⑥ Magic Orb
● Dark Talisman
⑧ Powerful Dissolving Liquid
⑨ Sand-Covered Weapon
⑩ Onyx
11 Peridot
12 Wriggling Vine
13 Gran Iron
14 Great Spirit Powder

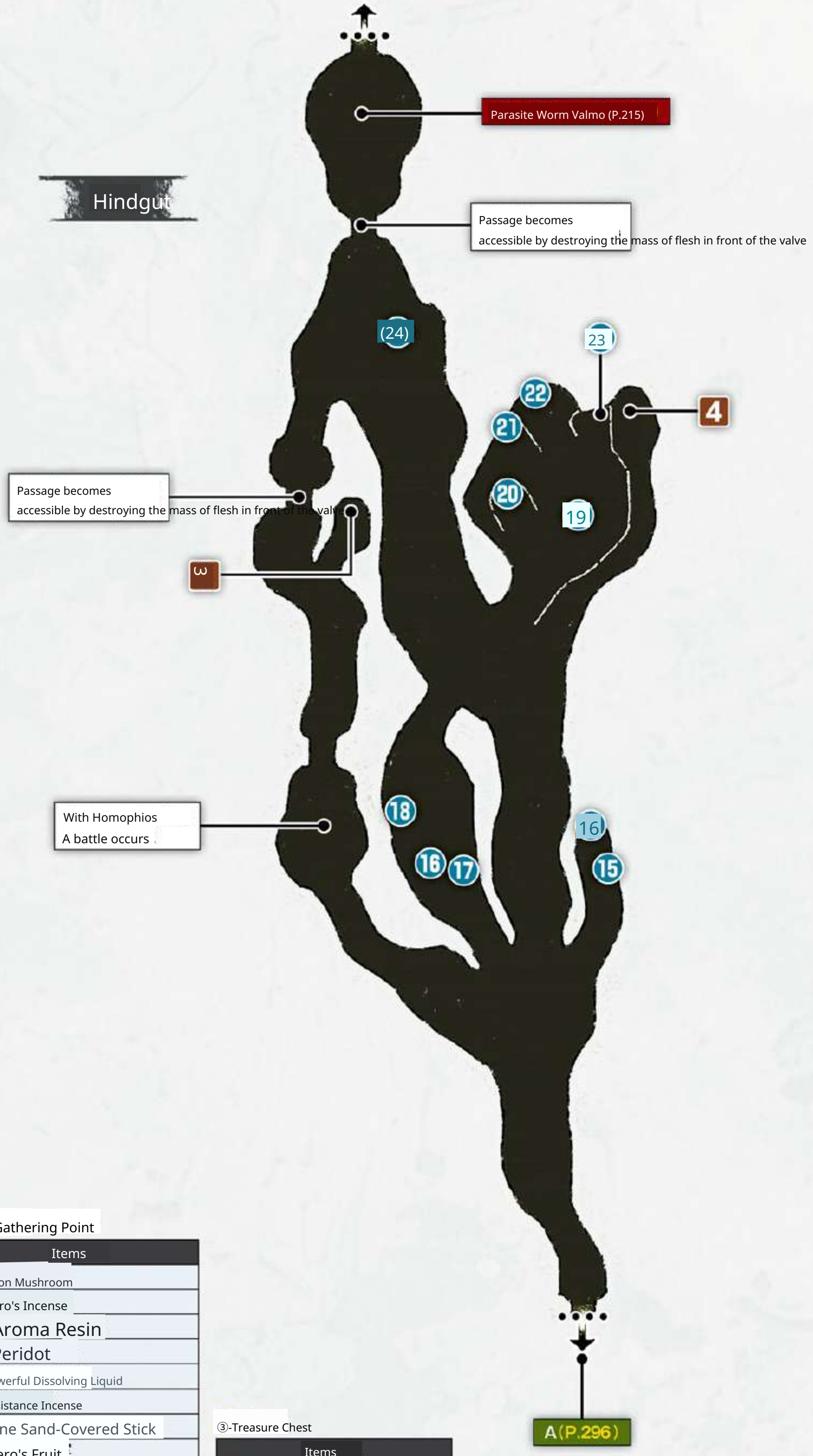
-Treasure Chest

Items
1 Reviving Incense
2 Hero's Light Leaf



1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORY GUIDE
4 FIELD MAP
5 DATA FILE
Map Survey
Inside the Belly of the Great Sand Worm

Hindgut



Gathering Point

Items
15 Neon Mushroom
16 Hero's Incense
17 Aroma Resin
18 Peridot
19 Powerful Dissolving Liquid
20 Resistance Incense
21 Fine Sand-Covered Stick
22 Hero's Fruit
23 Grace Spirit Water
24 Magic Fluid

③-Treasure Chest

Items
3 Scorpion Bow

GIANT SANDWORM'S NEST

DUNGEON

Great Sand Worm Nest

○ Appearing Enemies

Crimson Elmenta P.438

LV 22 HP 1400

Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	Res	Weak	—	—	—	—

Papilos P.449

LV 20 HP 350

Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
-	Weak	-	Res	Res	Res	Weak	Reflect	Weak

Heismay P.464

LV 22 HP 2000

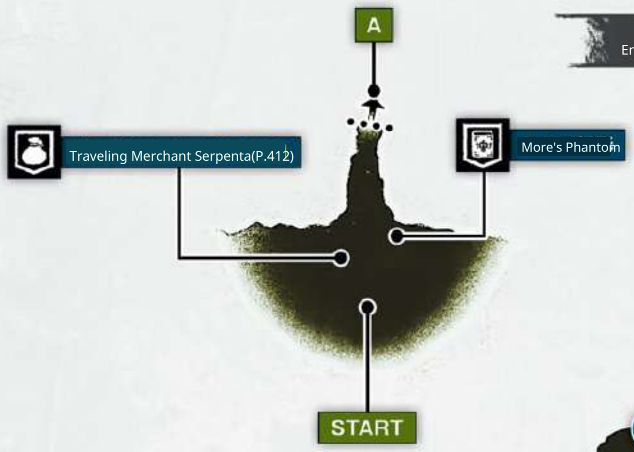
Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Great Sand Worm Homo Butera P.464

LV 25 HP 2000

Slash	Pierce	Crush	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	Weak 5	—	—	—	—

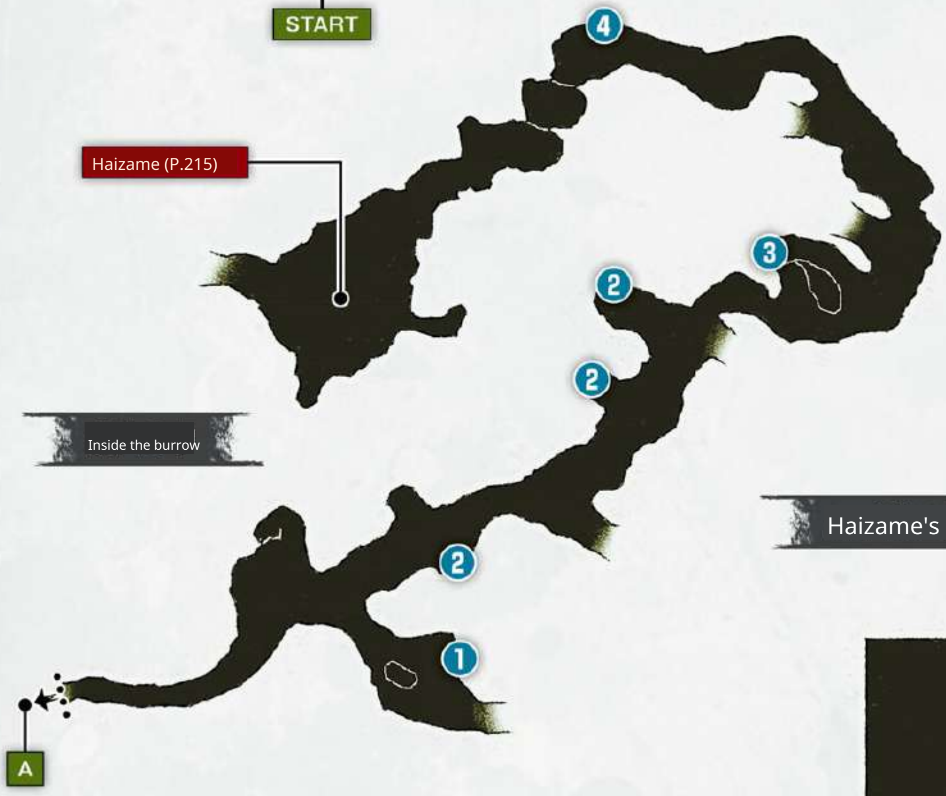
Entrance to the Nest



Gathering Point

Items
① Perfume of the Hero
② Decayed Bones
③ Water of Blessing
④ Magic Orb

Inside the burrow



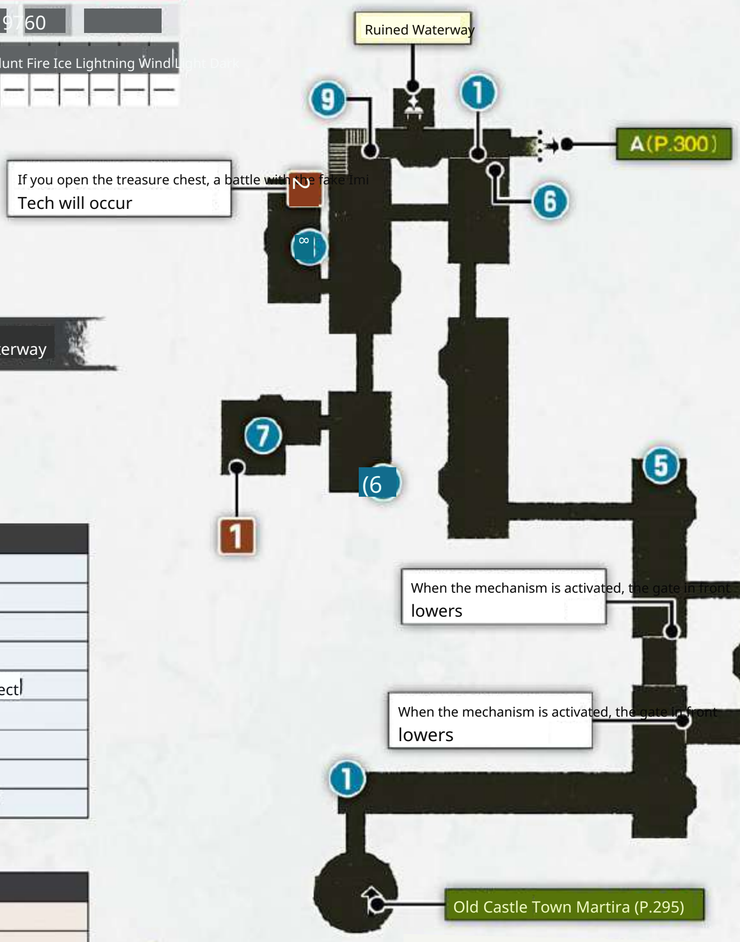
Haizame's hideout

SCREAMING CASTLE
-Criante Castle

DUNGEON

← Appearing Enemies

Enemy	Page	LV	HP	Slash	Pierce	Strike/Bash/Blunt/Crush	Fire	Ice	Lightning/Elec	Wind	Light	Dark
Nokpuru	P.448	15	190	—	—	—	—	—	弱	—	—	—
Military Wolf Urhas [redacted]	P.438	15	289	—	—	—	Weak	Weak	—	—	—	—
Infernal Guard Dog Diabundo	P.439	20	362	—	—	—	弱	弱	—	—	—	—
Guard Dog Diabundo (Event Battle)	P.439	20	600 [redacted]	—	—	—	Weak 弱	—	—	—	—	—
Crimson Homo Tenta	P.438	21	400	—	—	Weak	Resist	Repel	Weak	Null	—	—
Homo Fios	P.453	22	900	—	—	—	Weak 反	Resist	Resist	Resist	Resist	—
Crimson Elmenta	P.438	22	1400	—	—	—	Res	Weak	—	—	—	—
Kapuzado	P.	23	433n500	—	—	—	Resist	Null	Weak	Weak	—	—
Homo Kasko	P. [redacted]	26	453n1000	Reflect	Reflect	Weak	Weak	—	—	—	—	—
Treasure Imitec	P.456	28	1800	—	—	—	—	—	—	—	弱	耐
Kimenza	P.448	28	2200	—	—	—	Resist 1	Immune	Weak 1	—	—	—
Homo Jarzō	P.465	30	4880	—	—	—	—	—	—	—	—	—
???	P.465	30	9760	—	—	—	—	—	—	—	—	—



Gathering Point

Items
① Damascus Steel
② Calendula Cotton
③ Bell of Awakening
④ Black Iron Sand
⑤ Sand-covered long object
6 One-Night Candle
7 Sand-covered stick
⑧ Blessing Water
⑨ Fermi's Ointment

② Treasure Chest

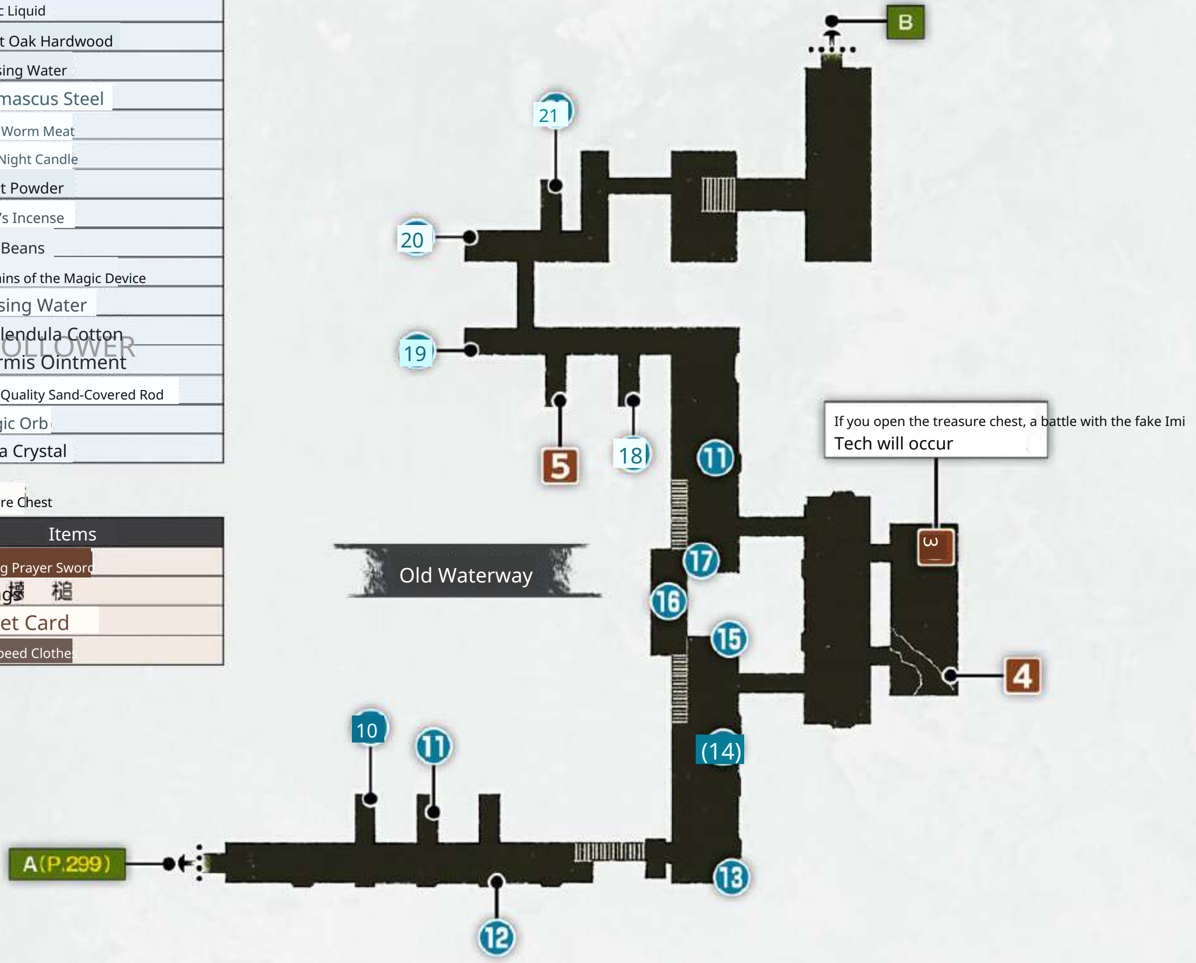
Items
1 Magic Injection
2 Master Thief's Pipe

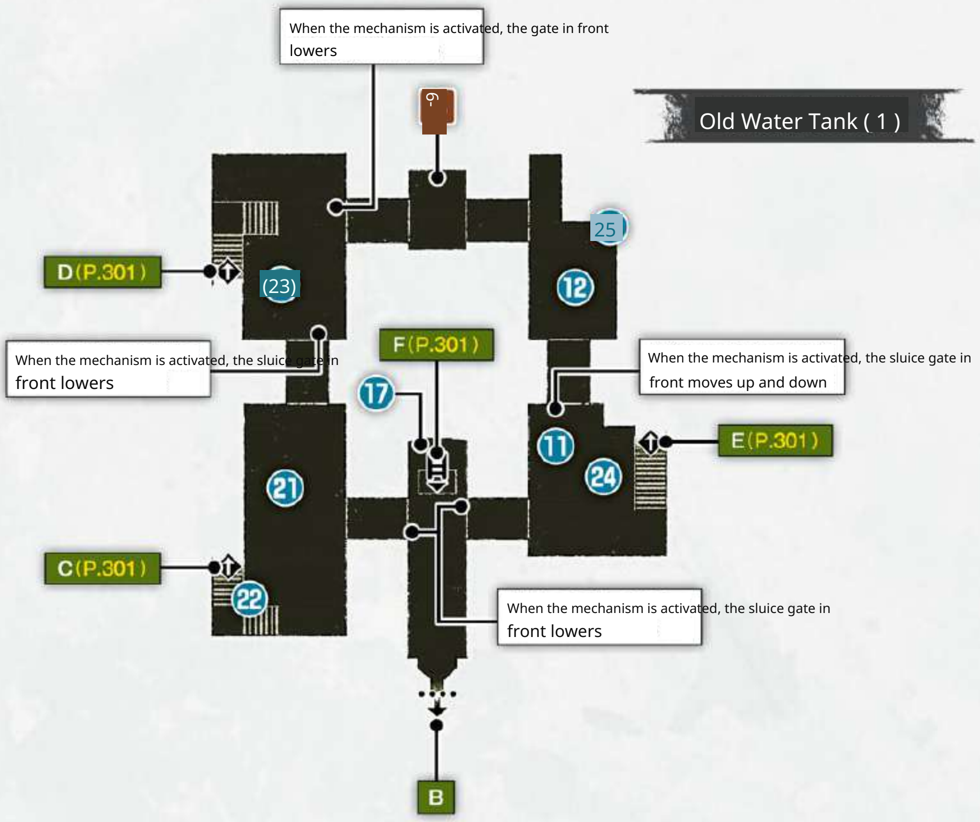
Gathering Point

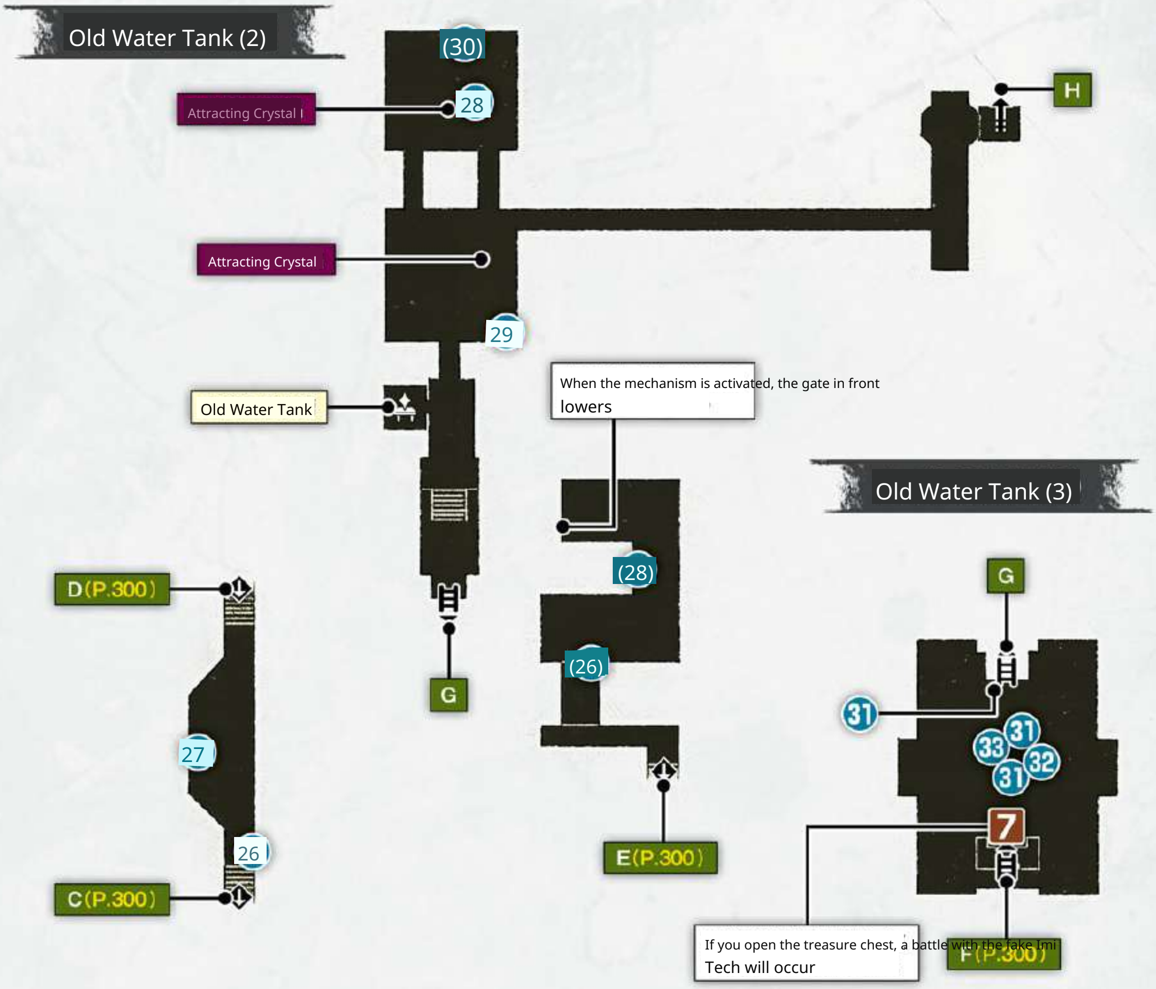
Items
10 Magic Liquid
1 Desert Oak Hardwood
12 Blessing Water
13 Damascus Steel
14 Sand Worm Meat
15 One-Night Candle
16 Spirit Powder
17 Hero's Incense
18 Iwa Beans
19 Remains of the Magic Device
2 Blessing Water
②1 Calendula Cotton
22 Fermis Ointment
23 High-Quality Sand-Covered Rod
24 Magic Orb
25 Lava Crystal

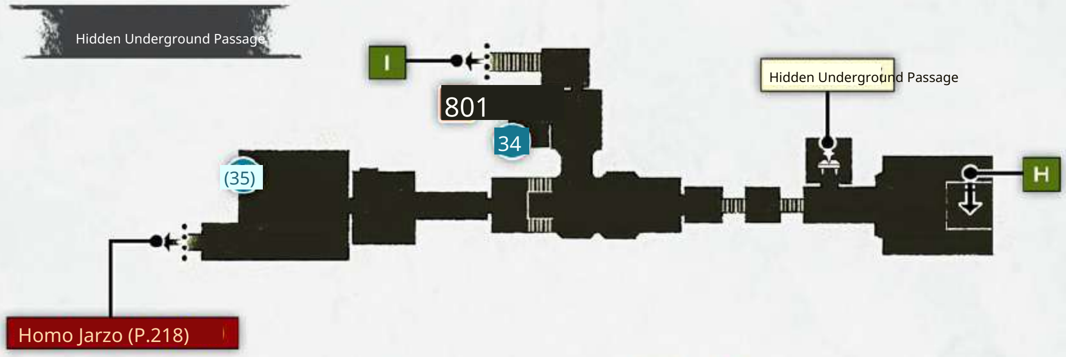
Treasure Chest

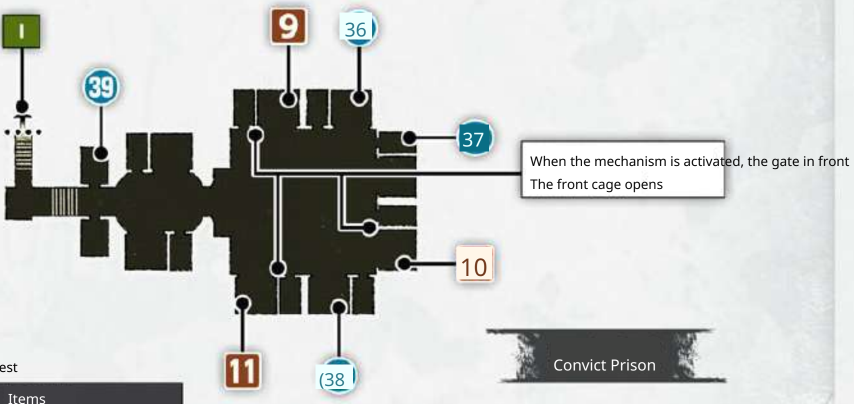
Items
3 Healing Prayer Sword
4 Things
5 Reset Card
6 Godspeed Clothes











Gathering Point

Items
26 Ancient Coin
27 Blessing Water
28 Damascus Steel
29 Pungent Smelling Salve
30 Dense Desert Oak Lumber
③ Sticky Moss
32 Winding Vine
33 Hero's Incense
34 Elixir
35 Resurrection Incense
36 Magic Pill
37 Immortal Wine Dew
38 Magic Fluid
39 Resuscitation Medicine

⊙-Treasure Chest

Items
7 Beast-Slaying Claymore
8 Immortal Wine Dew
9 Dark Magical Devices
10 Fire-Repelling Glasswork
11 Hypnotic Blade・Kyo Shiro

Imp's Den

Goblin Den

Appearing Enemies

Goboron — P.439

LV 9	HP 200							
Slash	Pierce	Strike	Fire	Ice	Elec	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Goboron Este — P.440

LV 17	HP 330							
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Bow-Wielding Goboron Este — P.457

LV 18	HP 368							
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Curse Goboron Este — P.444

LV 18	HP 400							
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Man-Slayer Goboron Este — P.450

LV 18	HP 415							
Slash	Pierce	Strike	Fire	Ice	Electric	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Vesp — P.432

LV 19	HP 398							
Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	Weak	—	—	—	Null	Weak	—	—

Papilos — P.449

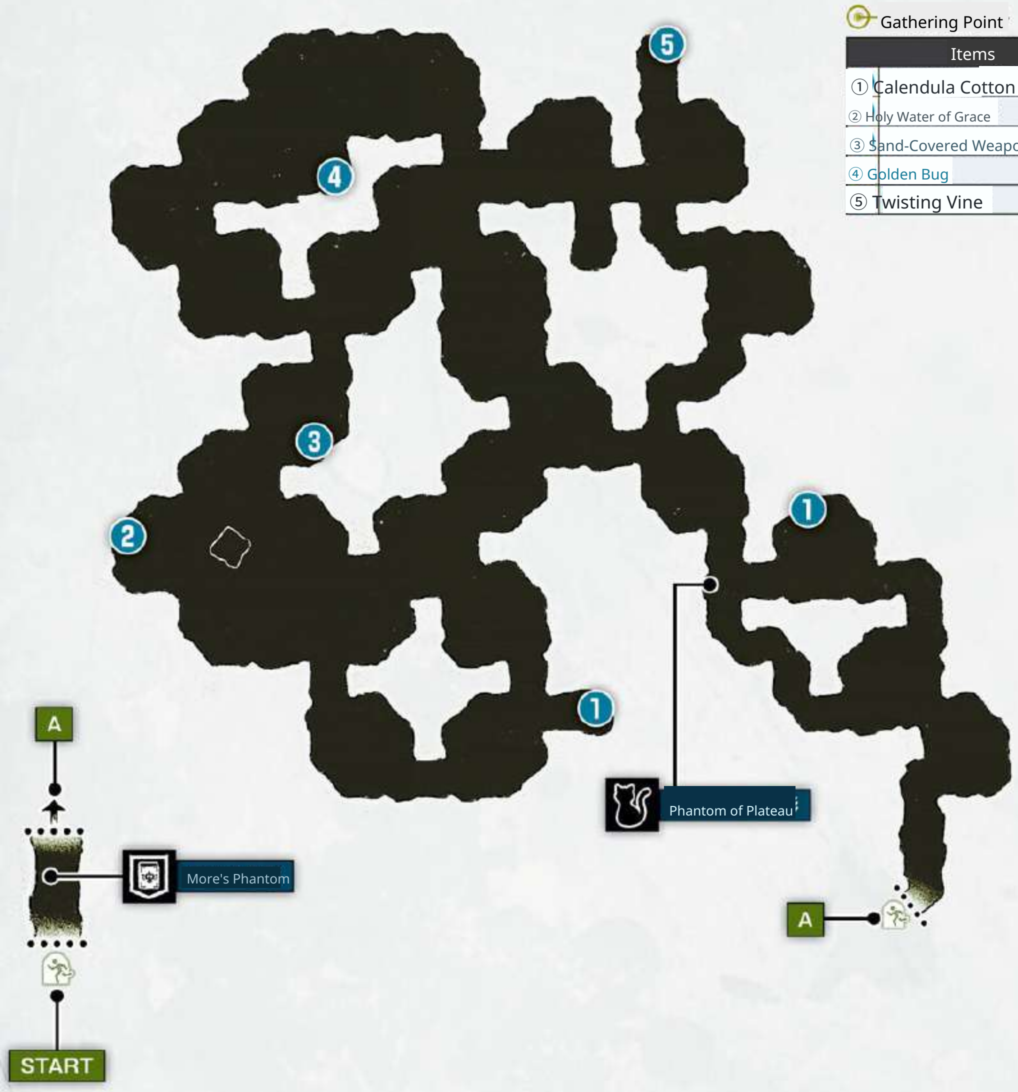
LV 20	HP 350							
Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	Weak	—	Resist	Resist	Resist	Weak	Reflect	Weak

Crimson Elmenta — P.438

LV 22	HP 1400							
Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Resist	Weak	—	—	—	—

King of Goborn — P.440

LV 24	HP 1500							
Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—



Gathering Point

Items
① Calendula Cotton
② Holy Water of Grace
③ Sand-Covered Weapon
④ Golden Bug
⑤ Twisting Vine

MAN-EATER'S GROTTO

DUNGEON

Man-Eating Cave

← Appearing Enemies

Nokpuru P.448
LV 15 HP 190
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — 弱 — —

Blood-Sucking Gelatenos P.435
LV 20 HP 355
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
Immune Immune Immune Absorb Weak Weak

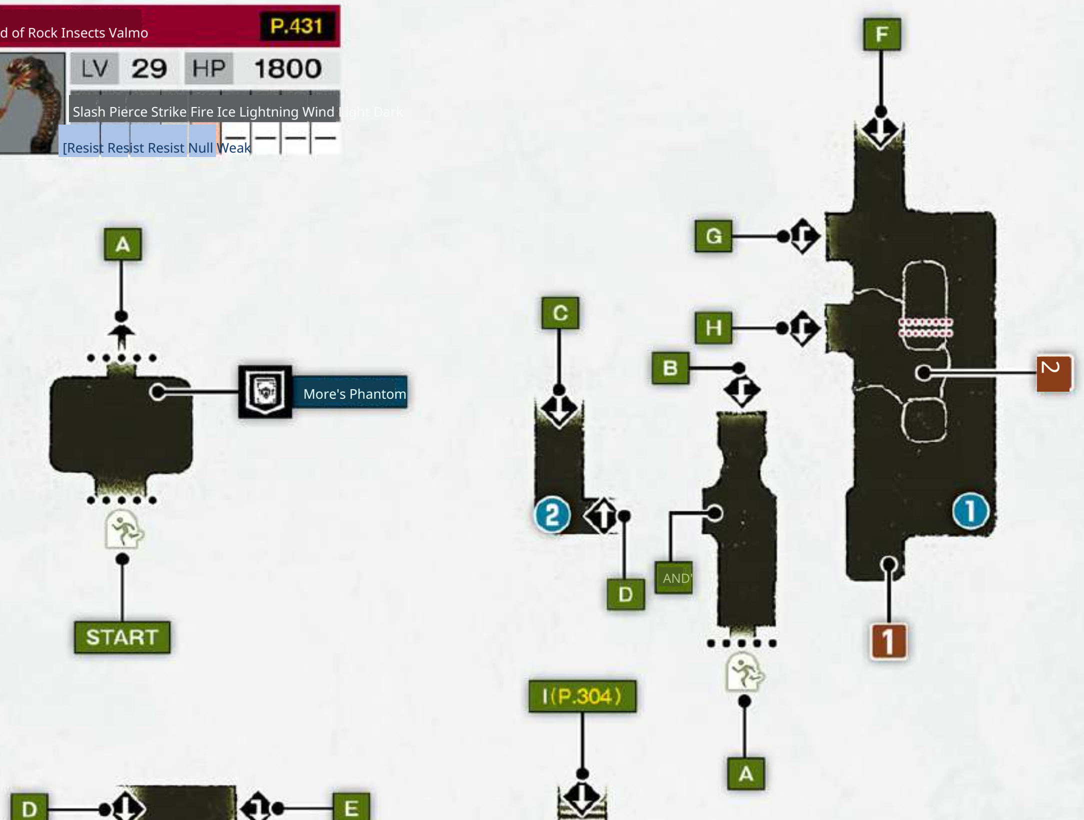
Rock Larva Valmo P.431
LV 22 HP 350
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
Resist Resist Resist — 弱 — — — —

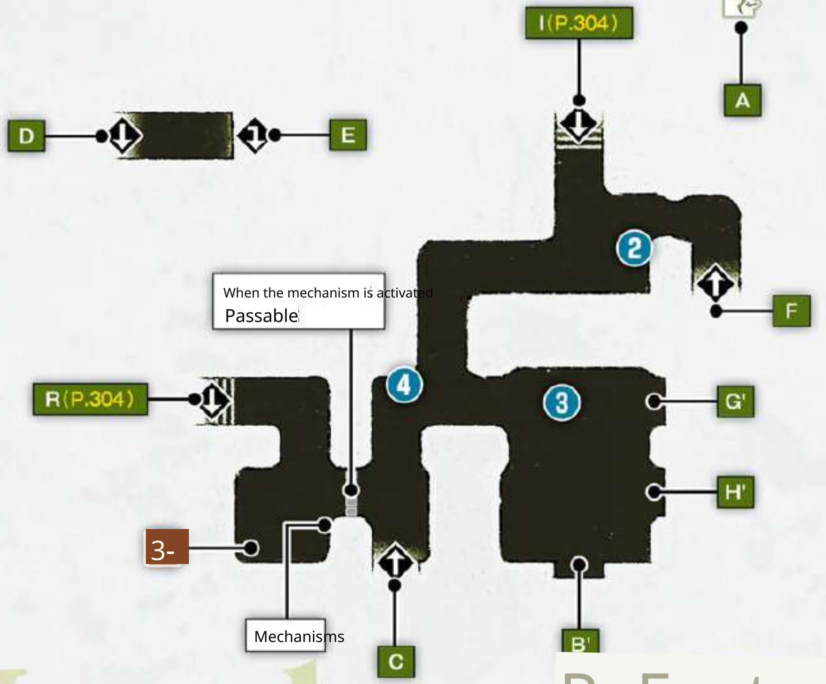
Crimson Elmenta P.438
LV 22 HP 1400
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— — — Resist Weak — — — —

Gangafro P.434
LV 23 HP 450
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— — Weak Immune Resist — — —

Kimenza P.448
LV 28 HP 2200
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— — — Resist/Null/Weak

Lord of Rock Insects Valmo P.431
LV 29 HP 1800
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
[Resist Resist Resist Null Weak — — — —





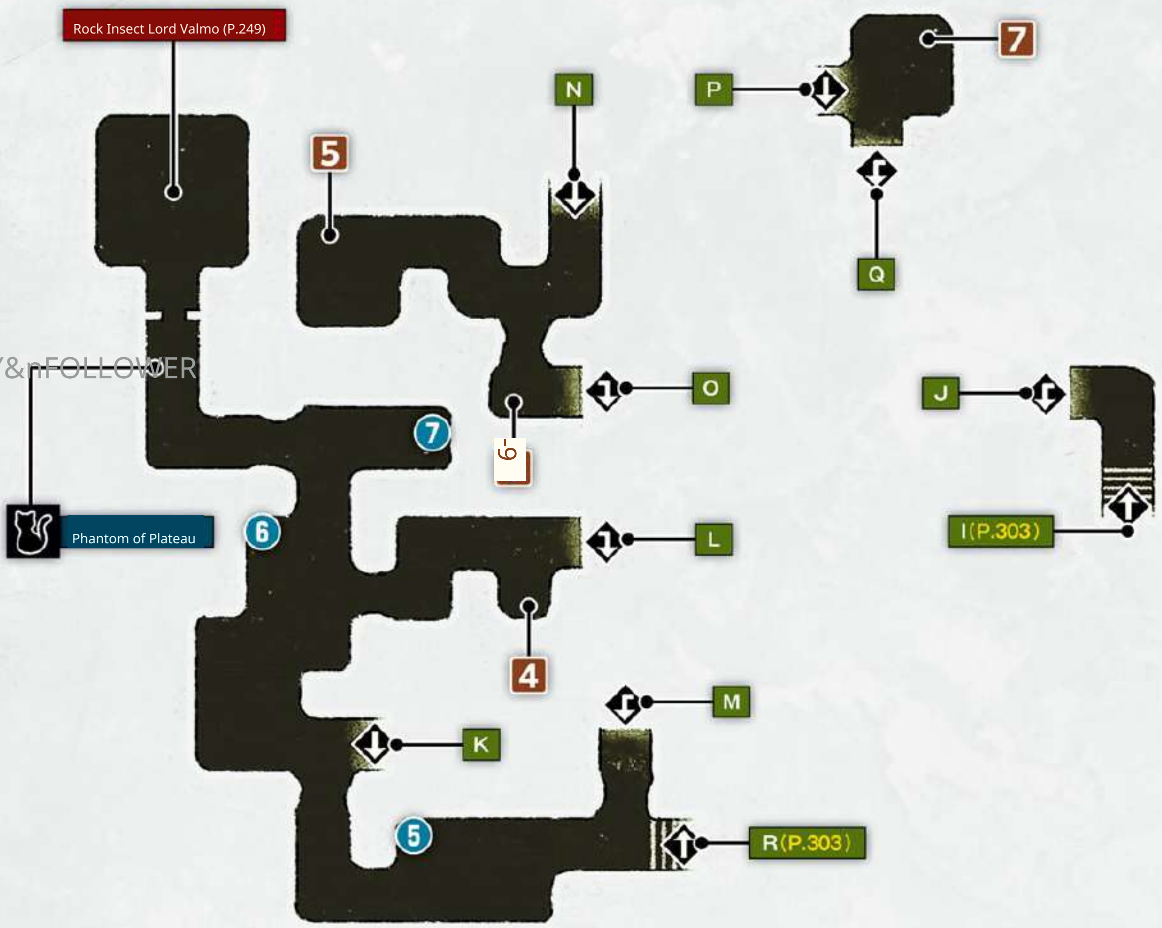
Gathering Point

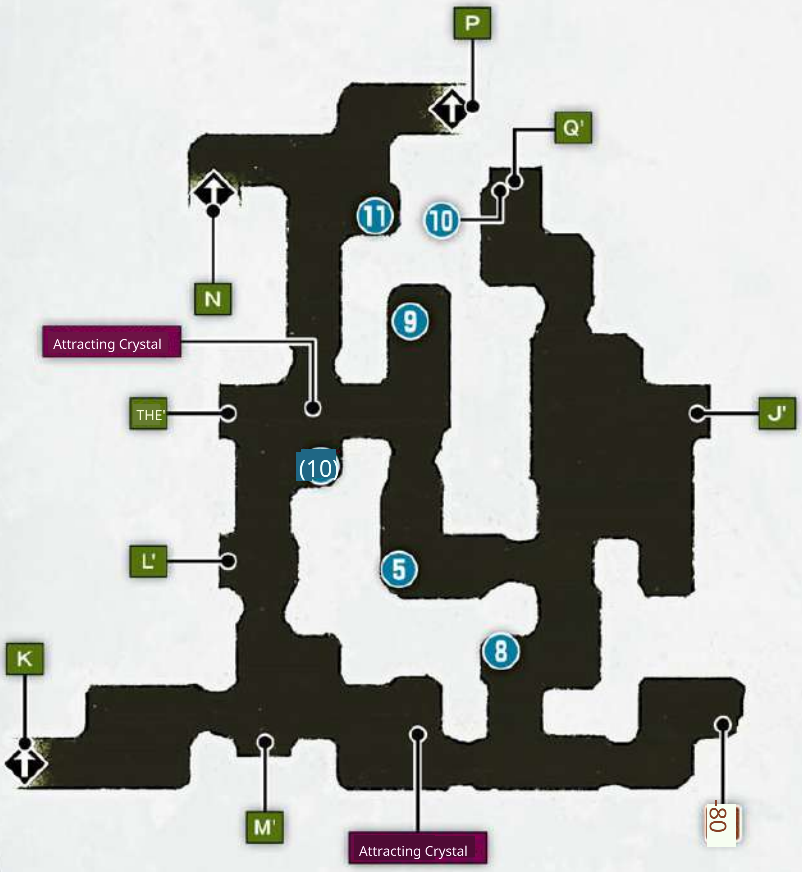
Items
① Hero's Fruit
2 Nerunel Clay
③ Scrap Iron
④ Holy Water of Grace

Treasure Chest

Items
1 Onyx
2 Mineral with a Screw
3 Turquoise

ReFantasia





Gathering Point

Items
⑤ Scrap iron
⑥ Blessed water
7 Onyx
⑧ Magic incense
⑨ Peridot
10 Gran iron
1 Gold Bug

④ Treasure Chest

Items
4 Glass 棍
5 Vitality Incense
6 Amethyst
7 Hero's Light Leaf
8 Aquamarine

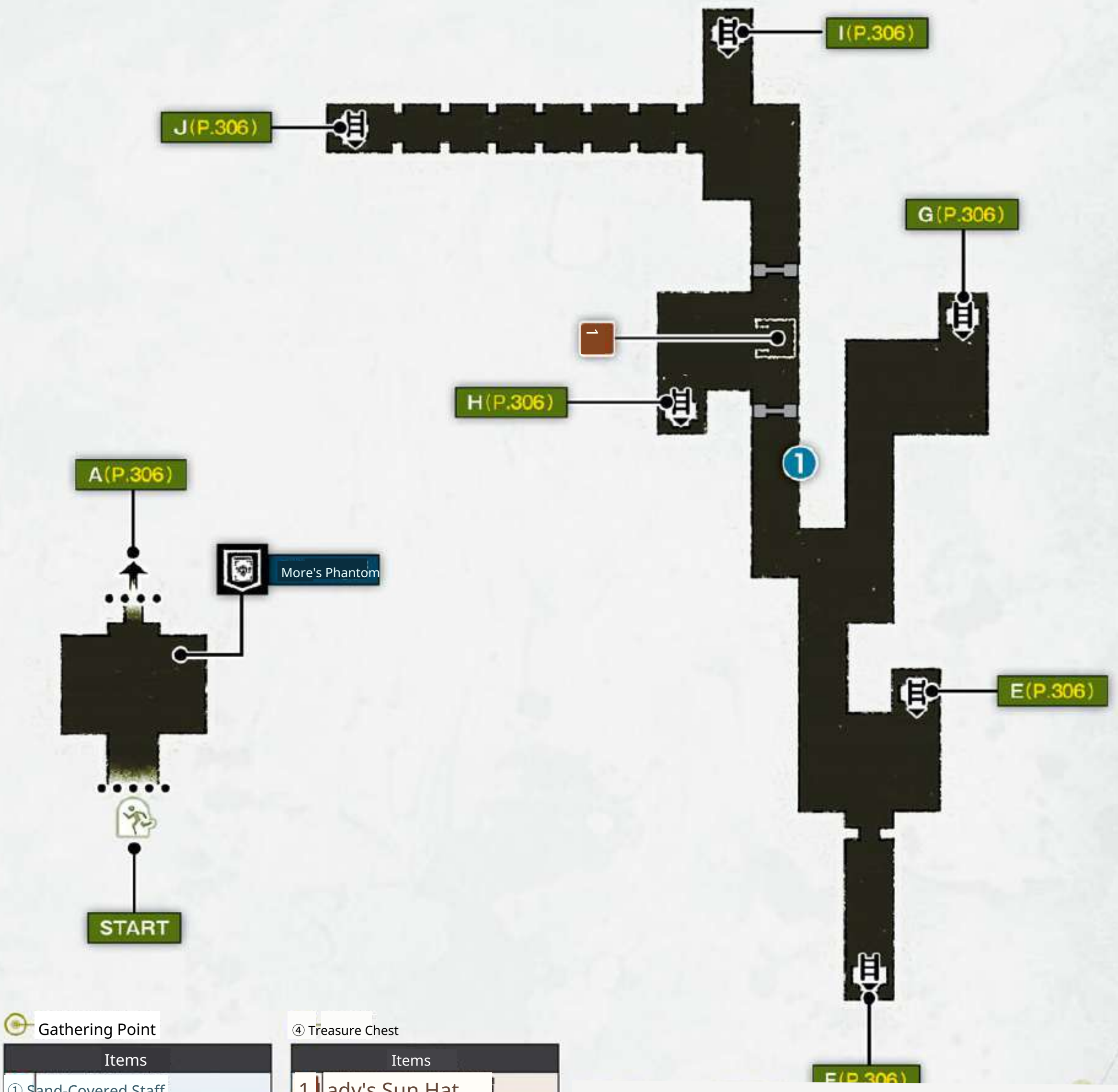
ABANDONED TOMB

DUNGEON

Abandoned Tomb

○ Appearing Enemies

Enemy	Page	LV / HP	Affinities
Dead Soldier Morneto	P.443	LV 9 HP 230	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: — — — 弱 — — — 弱 耐
Death Monk Morneto	P.442	LV 11 HP 230	斬突壊炎氷雷風光闇: — — — Weak — — — Weak 耐
Crimson Elmenta	P.438	LV 22 HP 1400	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: — — — 耐 弱 — — — —
Noble Skeleton Bow	P.448	LV 25 HP 403	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: Res Res Weak — — 無 — — 弱
Noble Skeleton Spear	P.434	LV 25 HP 442	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: Res Res Weak — — 無 — — Weak
Noble Skeleton Sword	P.434	LV 25 HP 465	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: Res Res Weak — — 無 — — Weak
Mock Treasure Imitec	P.456	LV 28 HP 1800	Slash Pierce Strike Fire Ice Lightning Wind Light Dark: — — — — — — — Weak Res
Kadaburitchi	P.4[illegible]	LV 31 HP 2500	Slash Pierce Blunt Fire Ice Lightning Wind Light Dark: Repel Repel Repel — — — — Weak
Hidden Treasure Imitecs	P.450	LV 32 HP 2800	Slash Pierce Blunt Fire Ice Lightning Wind Light Dark: — — — — — — — Weak Resist



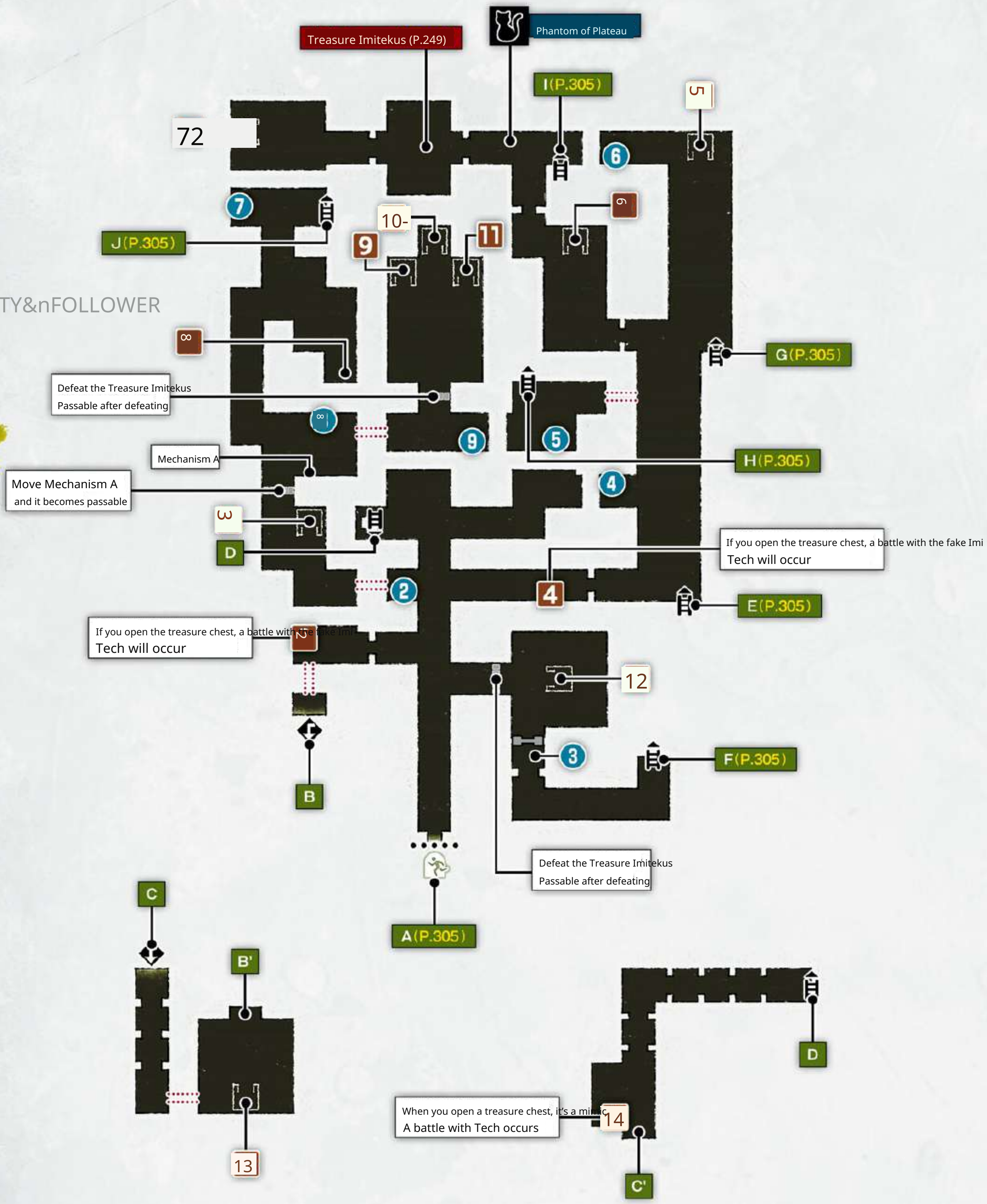
Gathering Point

Items
① Sand-Covered Staff

④ Treasure Chest

Items
1 Lady's Sun Hat

1 GAME SYSTEM
2 PARTY
3 STORY
4 FIELD MAP
5 DATA FILE
Map Survey
Abandoned Tomb



Gathering Point

Items
② Front-Row Scent Pouch
③ Golden Beetle
④ Blessed Water
⑤ Spirit Water of Grace
⑥ High-quality sand-covered light armor
⑦ Hero Fruit
⑧ Sparkling Marble
⑨ Fine Sand-Covered Armor

Treasure Chest

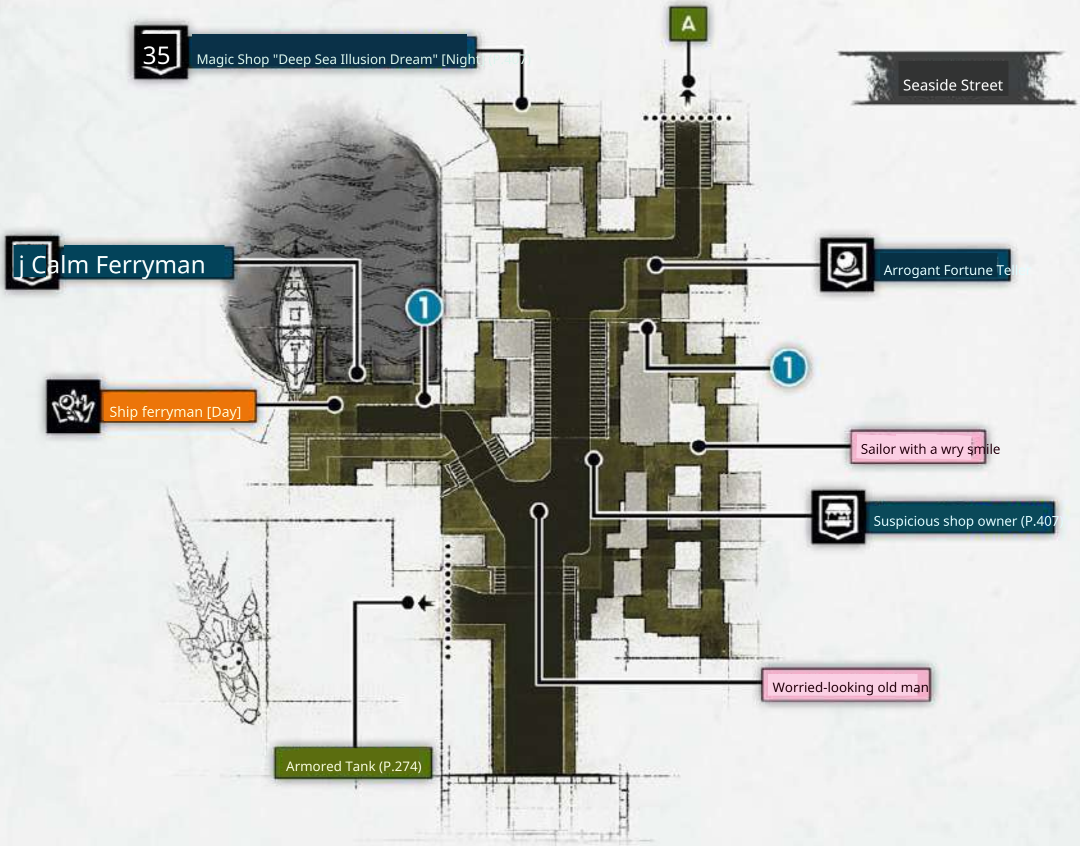
Items
2 Mysterious Accessory
3 Universal Crystal Shards
4 Magic Injection
5 Healing Bell
6 Apprentice's Abacus
7 Reviving Incense
8 Hero Fruit

Items
9 Sand Silk Blouse
10 Sage's Staff
11 Deep Crimson Fang Knife
12 Ring of Marbeno
13 Spike Knuckles
14 Scrap Iron

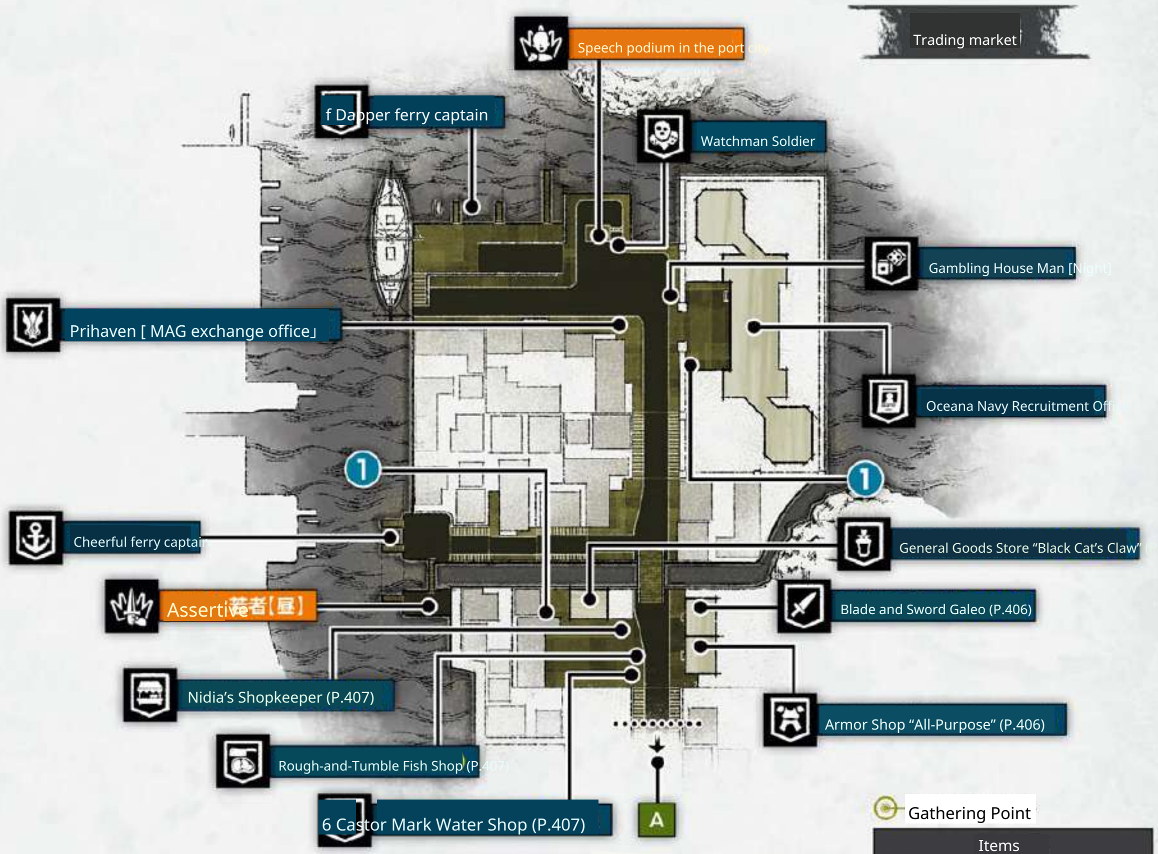
PORT BRILEHAVEN
TOWN

Marine City Blihaven

Seaside Street



Trading market



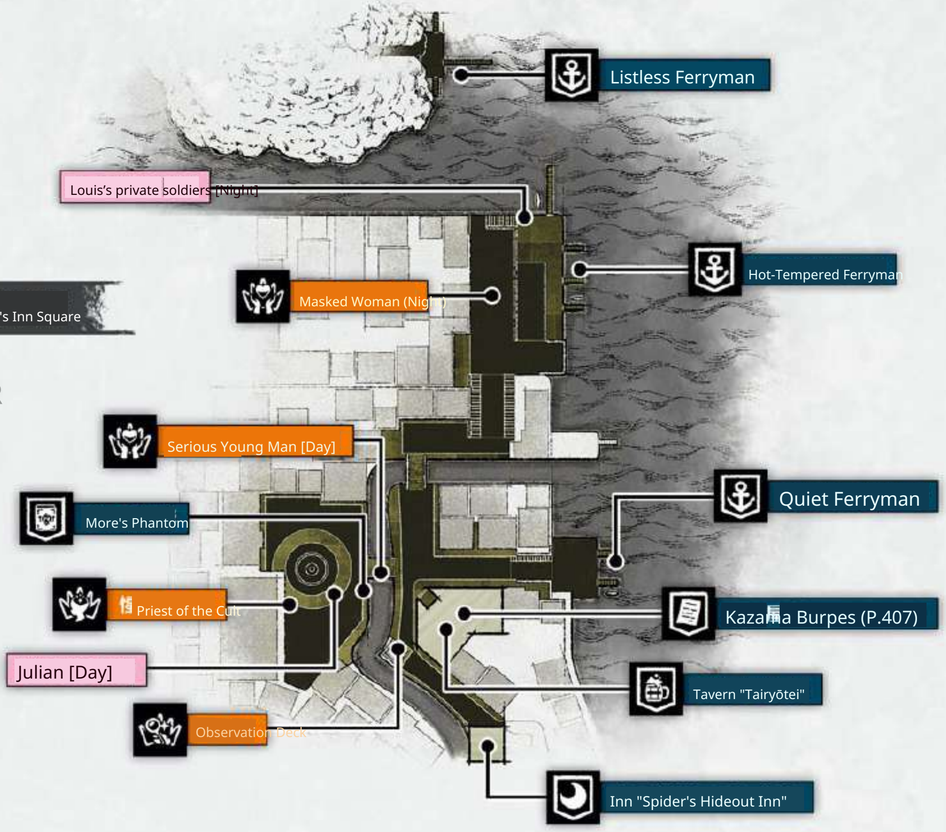
Gathering Point

Items
① Golden Beetle

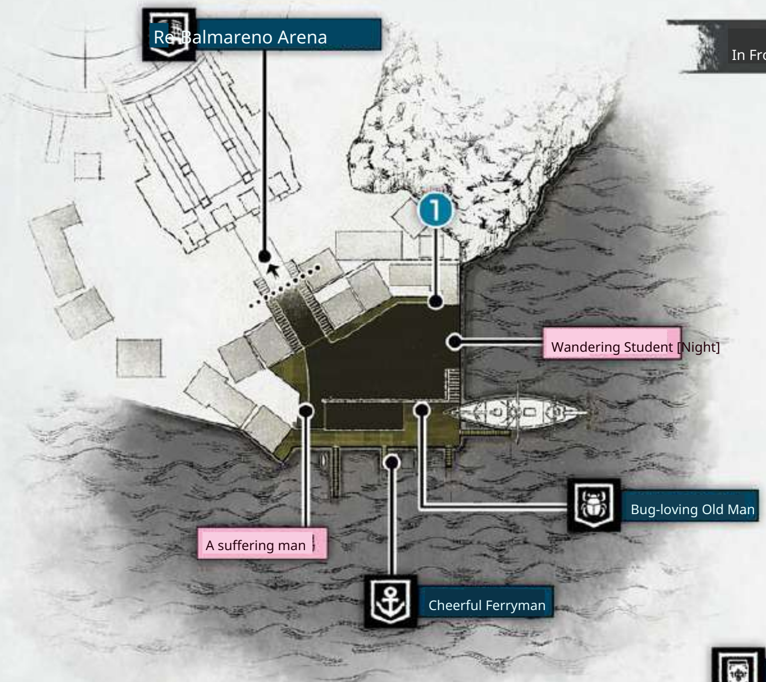
1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORY GUIDE
4 FIELD MAP
5 DATA FILE
Map survey
Marine City Braihaven

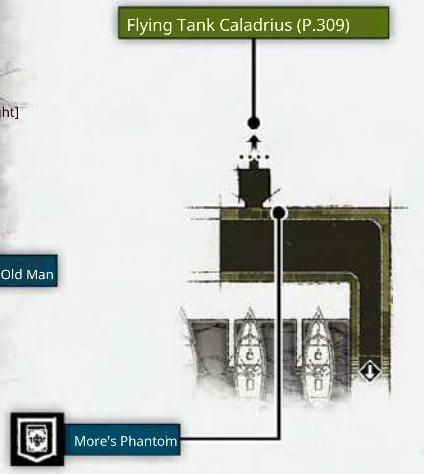
ReFantasia

Fisherman's Inn Square



In Front of the Arena Wharf





Naval Port - In Front of Caladrius

Gathering Point

Items
① Golden Beetle

SKYRUNNER CHARADRIUS

DUNGEON

Flying Tank Caladrius

○ Appearing Enemies

Rui Army · Spear Captain — P.458 Sergeant Zansu

LV 29 HP 900

Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	弱	—	—	—	—	—

Zansu — P.465

LV 30 HP 4000

Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Sergeant Major Grekon — P.465

LV 32 HP 2500

Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	

Maintenance Chief Shiba — P.465

LV 32 HP 3200

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Weak	Weak	Weak	—	—	—	—	—	—

Helmsman Kabio — P.466

LV 34 HP 2600

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Resist	—	—	—	—	Weak	—	—	

Security Chief Salva — P.465

LV 34 HP 2600

Slash	Thrust	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	弱	—	—	—	無	—	—	—

Hecto — P.466

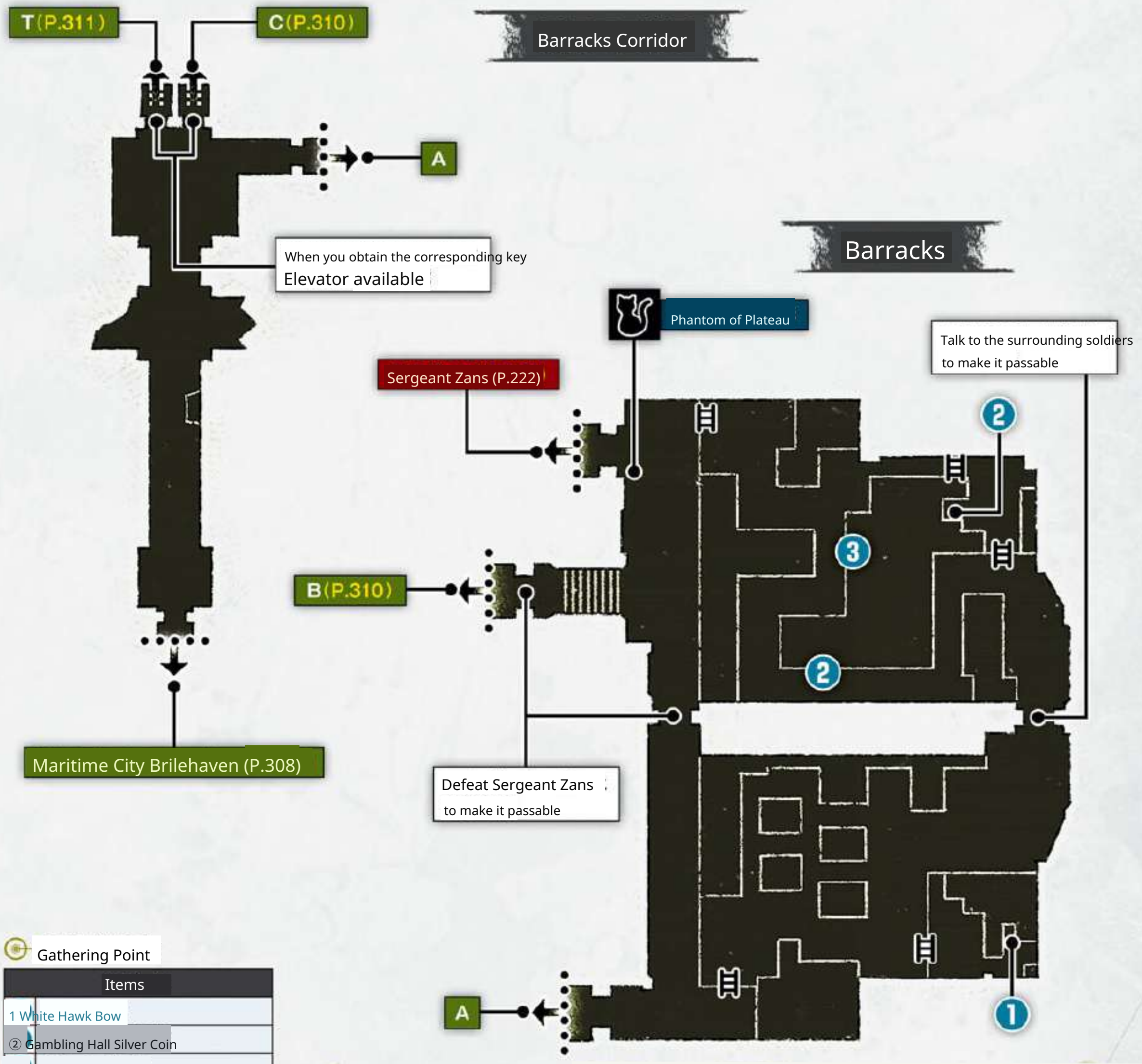
LV 38 HP 2120

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	Weak	—	

Grodel — P.466

LV 38 HP 2540

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	Weak	

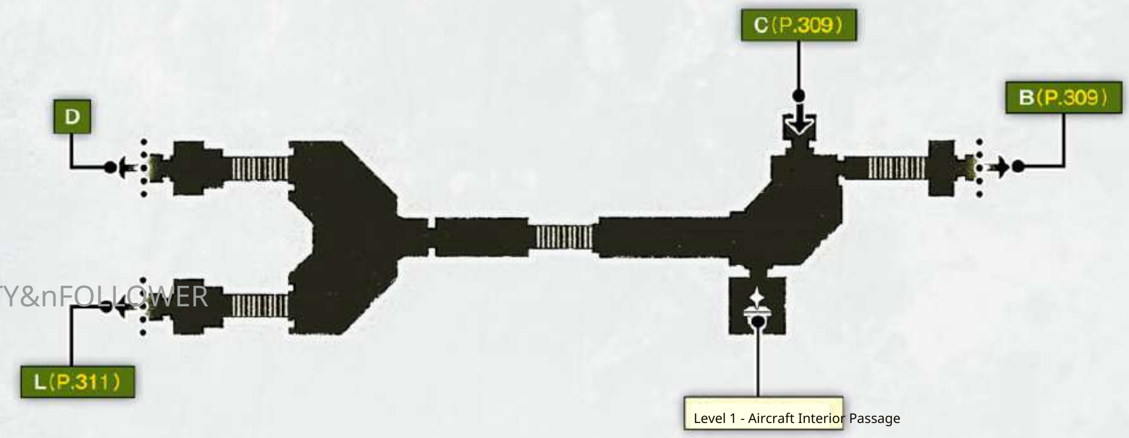


Gathering Point

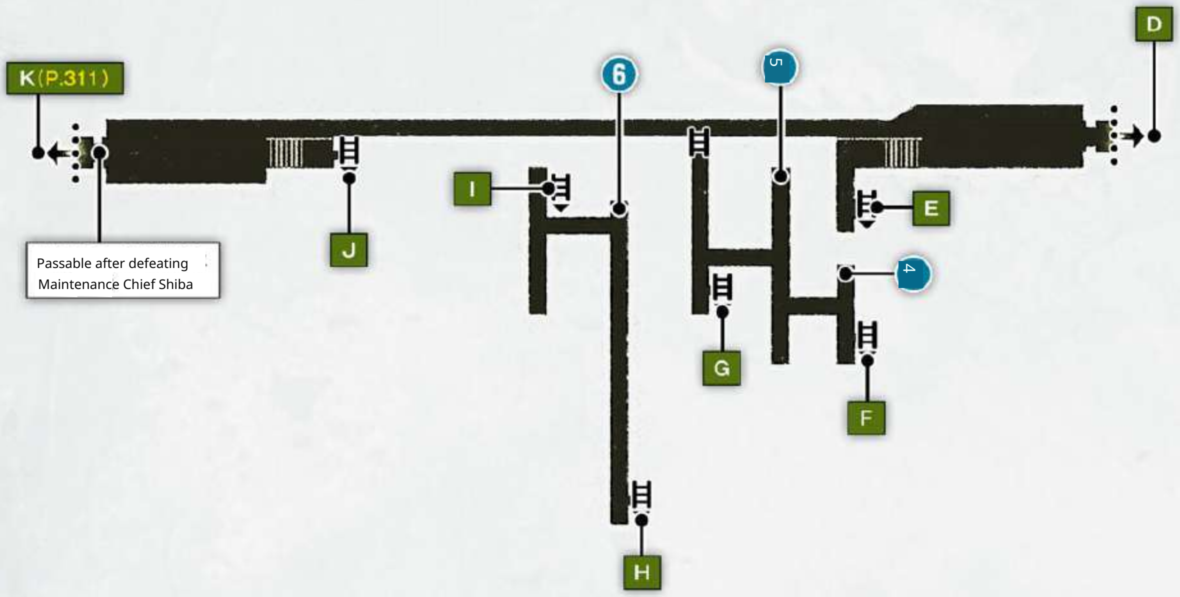
Items
1 White Hawk Bow
② Gambling Hall Silver Coin
③ Thick Poetry Collection

Metaphor: ReFantasia OFFICIAL PERFECT GUIDE

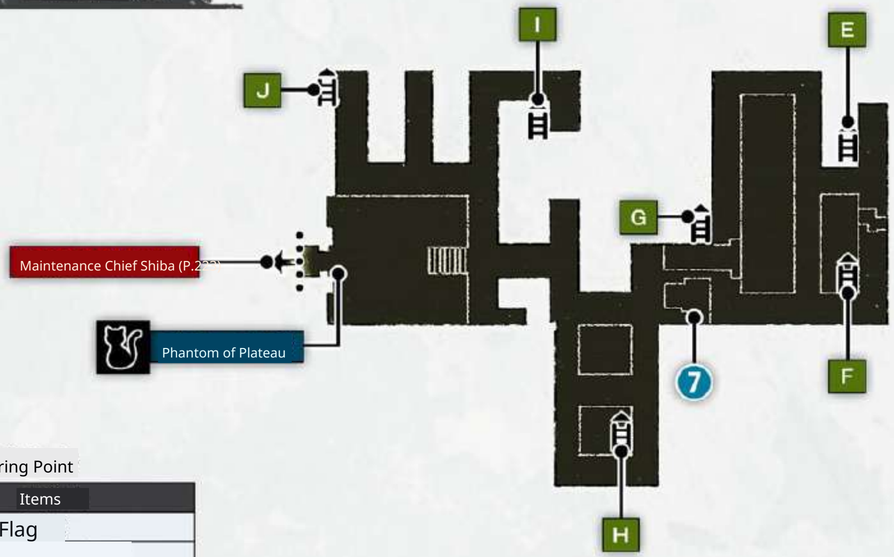
Level 1 - Aircraft Interior Passage



Starboard Corridor (1)



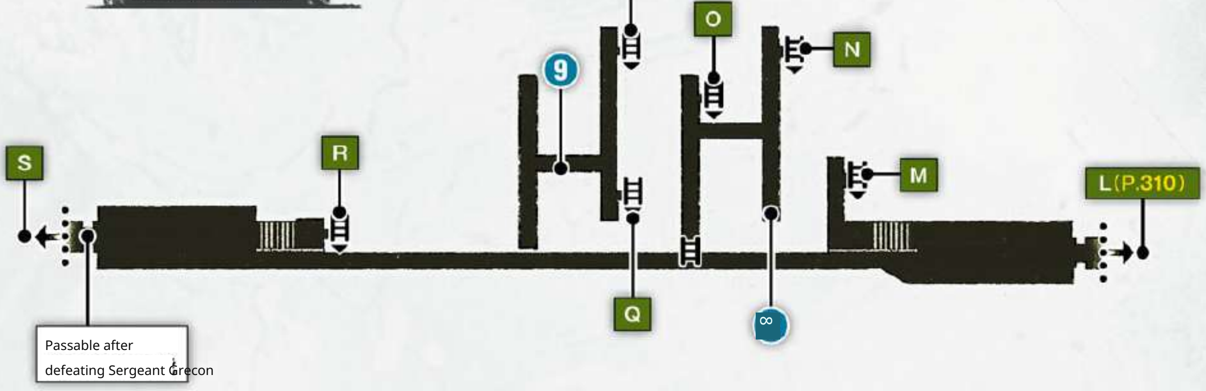
Starboard Corridor (2)



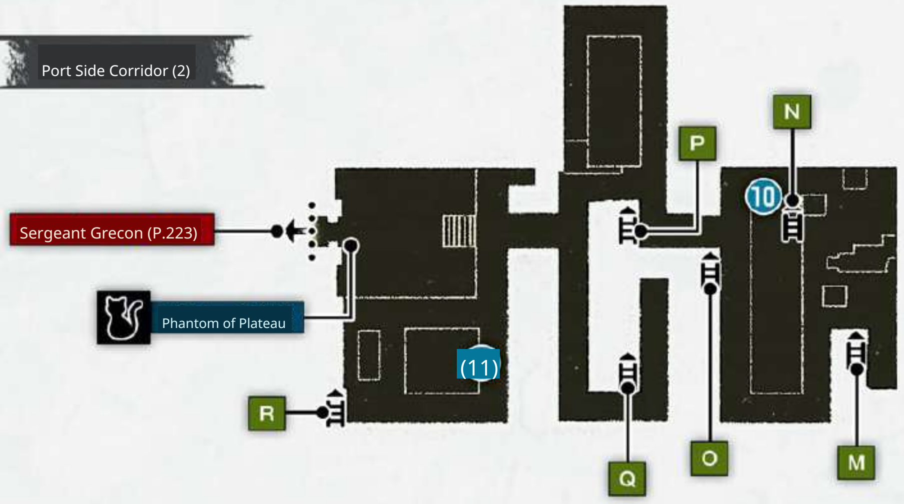
Gathering Point

Items
4 White Flag
⑤ High-quality Salt-Rusted Staff
⑥ Matador Shoes
7 Heavy Armor

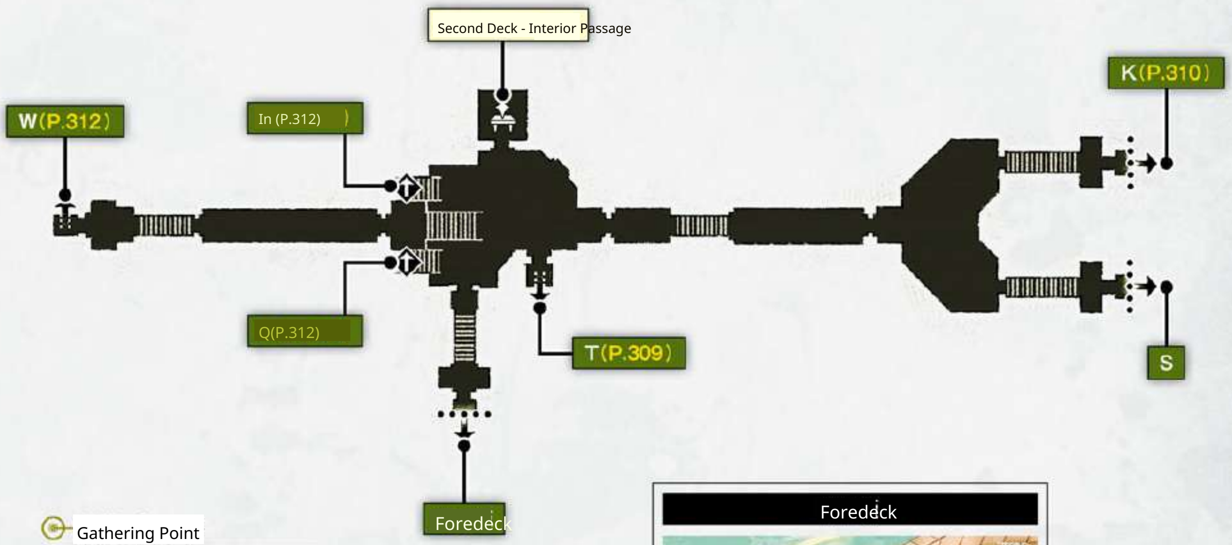
Port Side Corridor (1)



Port Side Corridor (2)



Second Deck - Interior Passage (1)

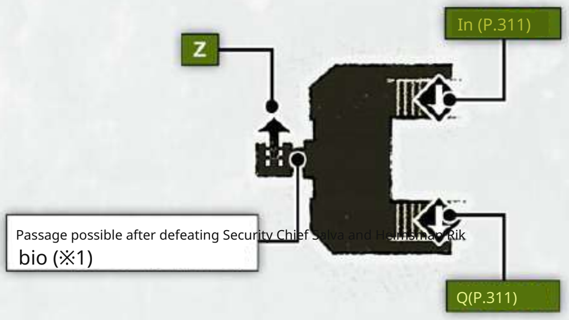


Gathering Point

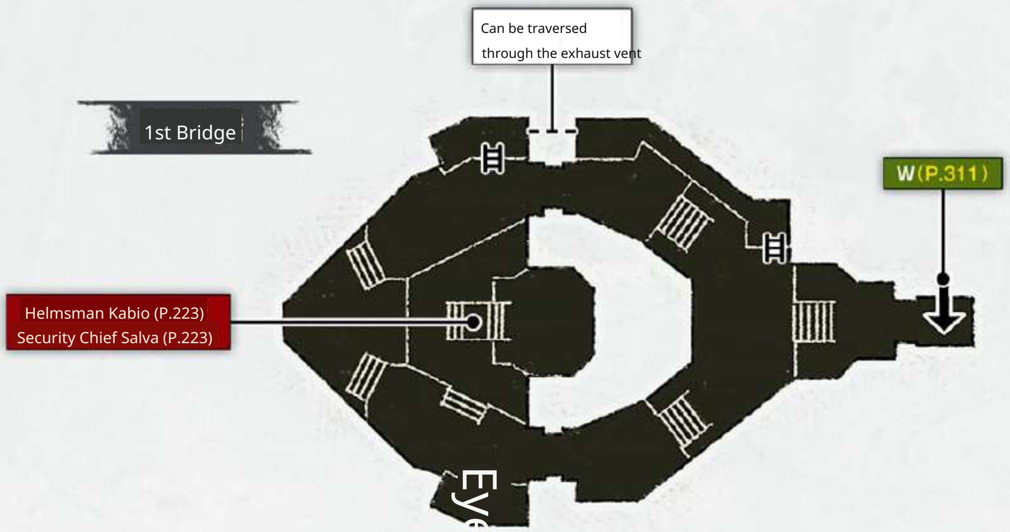
Items
8 White Ground Flag
⑨ Matador Shoes
11 Fine Salt-Rusted Staff
11 Heavy Armor
12 Moon White Mask
13 Fine Mysterious Accessory

chelation

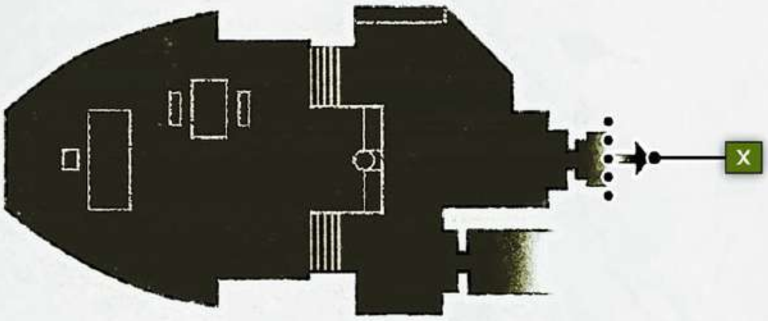
2nd Deck · In-Cabin Corridor (2)



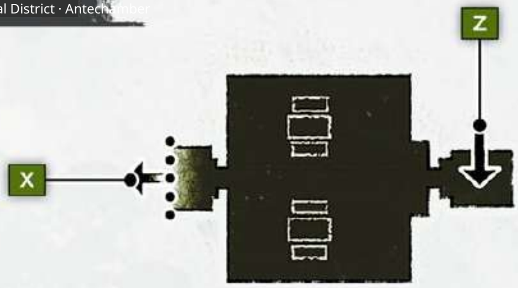
1st Bridge



Louis's Private Chamber



Executive Residential District · Antechamber



*1: On the first visit, opening the door will end exploration.

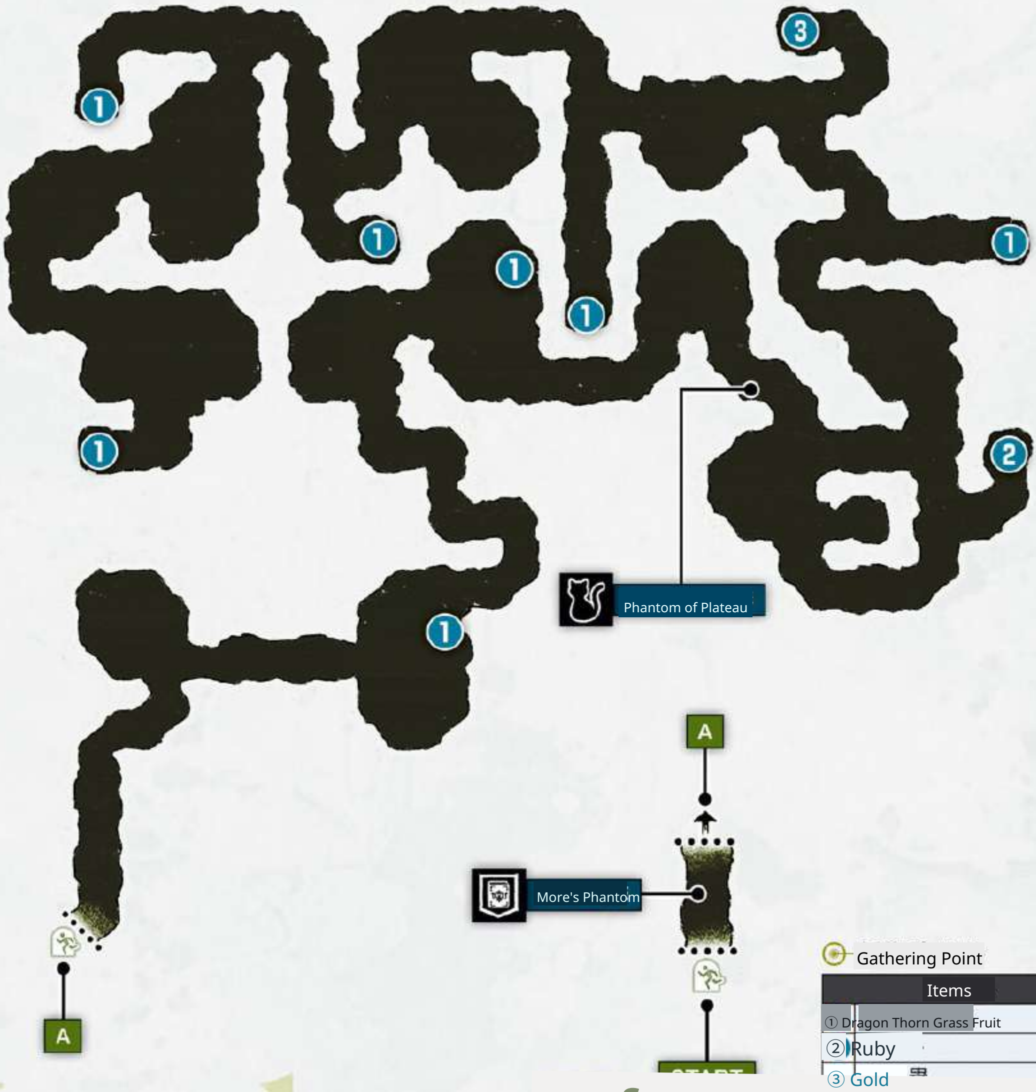
GRACIA FOREST

DUNGEON

Gracia Jungle

Appearing Enemies

Enemy	Page	Stats	Attributes	Affinities
Vesp	P.432	LV 19 HP 398	Slash Pierce Bash Fire Ice Lightning Wind Light Dark	— Weak None Weak — —
Papilos	P.449	LV 20 HP 350	Slash Pierce Bash Fire Ice Lightning Wind Light Dark	- -Weak One Resist Resist Resist Weak Reflect Weak
Raptor Korbo	P.456	LV 28 HP 579	Slash Pierce Bash Fire Ice Lightning Wind Light Dark	— Weak — — 無 — — —
Canibafro	P.433	LV 29 HP 642	Slash Pierce Strike Fire Ice Lightning Wind Light Dark	— — — Weak Null Resist — — —
Emerald Elmenta	P.456	LV 30 HP 1800	Slash Pierce Blunt Fire Ice Lightning Wind Light Dark	— — — — — 55 耐 — —
Manjura	P.455	LV 35 HP 3500	Slash Pierce Blunt Fire Ice Lightning Wind Light Dark	— — Weak Immune 弱 — — — —
Cocasados	P.438	LV 35 HP 4200	Slash Pierce 壊 Fire Ice Lightning Wind Light Dark	— Weak — — — 無 — —



Gathering Point

Items
① Dragon Thorn Grass Fruit
② Ruby
③ Gold

FIELD MAP

TOMB OF LAMENT — DUNGEON

[redacted]

Tomb of Lamentation

Appearing Enemies

Cursed Bone Magireto — P.443
LV 15 HP 545
|Slash Pierce Smash Fire Ice Lightning Wind Light Dark|
• Res W... ull Weak 反

Slave Skeleton • Bow — P.448
LV 17 HP 205
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
• Res Weak • Null Weak Res

Slave Skeleton • Spear — P.448
LV 17 HP 220
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Res Weak -Null- Weak Res

Slave Skeleton • Sword — P.447
LV 17 HP 250
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Res Weak Null Weak Res

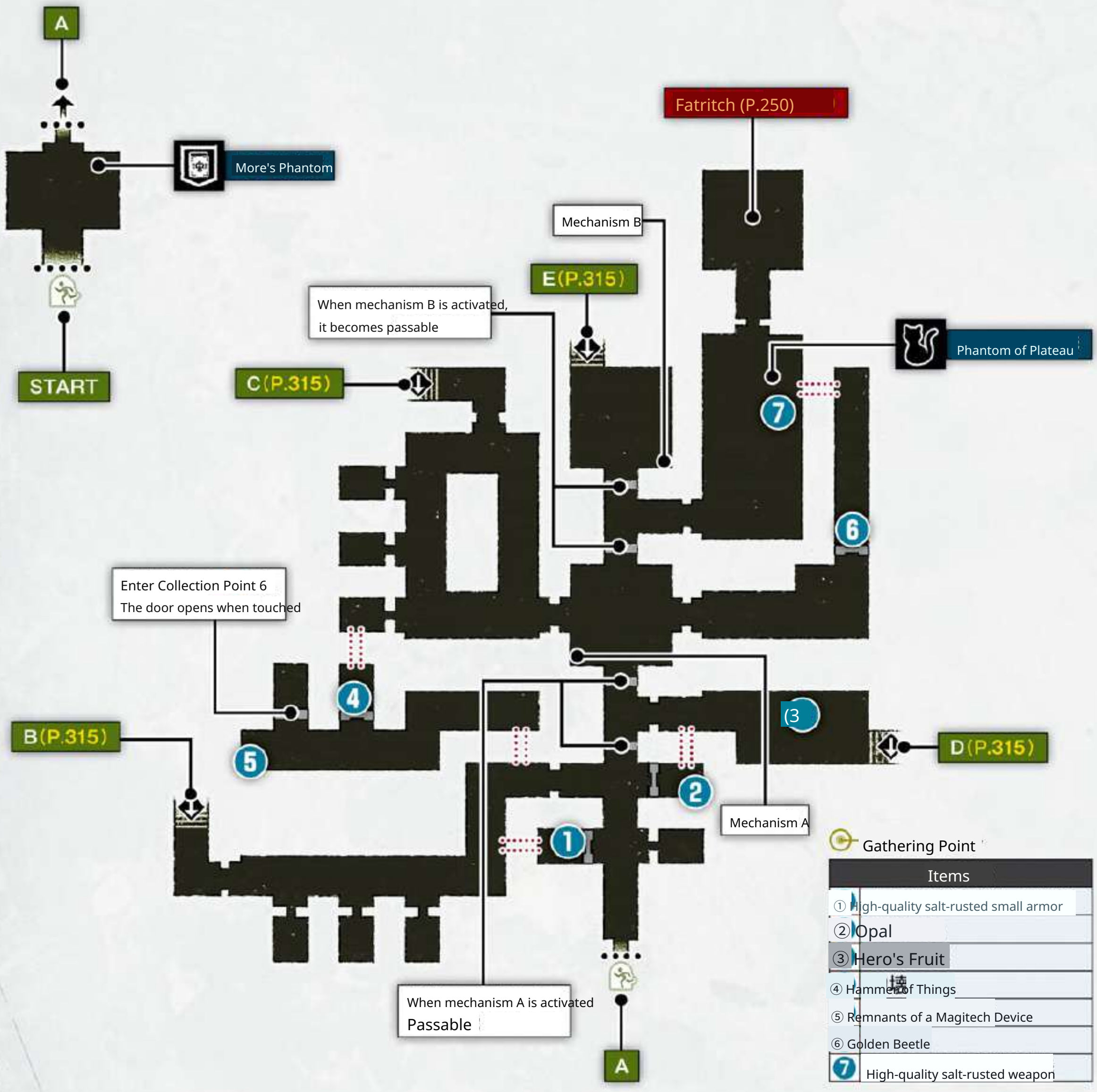
Treasure Imitec — P.456
LV 28 HP 1800
Slash Pierce Fire Ice Lightning Wind Light Dark
·Weak Resist

Emerald Elmenta — P.456
LV 30 HP 1800
Slash Pierce Fire Ice Lightning Wind Light Dark
Weak Resist

Kimenza — P.448
LV 34 HP 3000
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Resist 無 弱

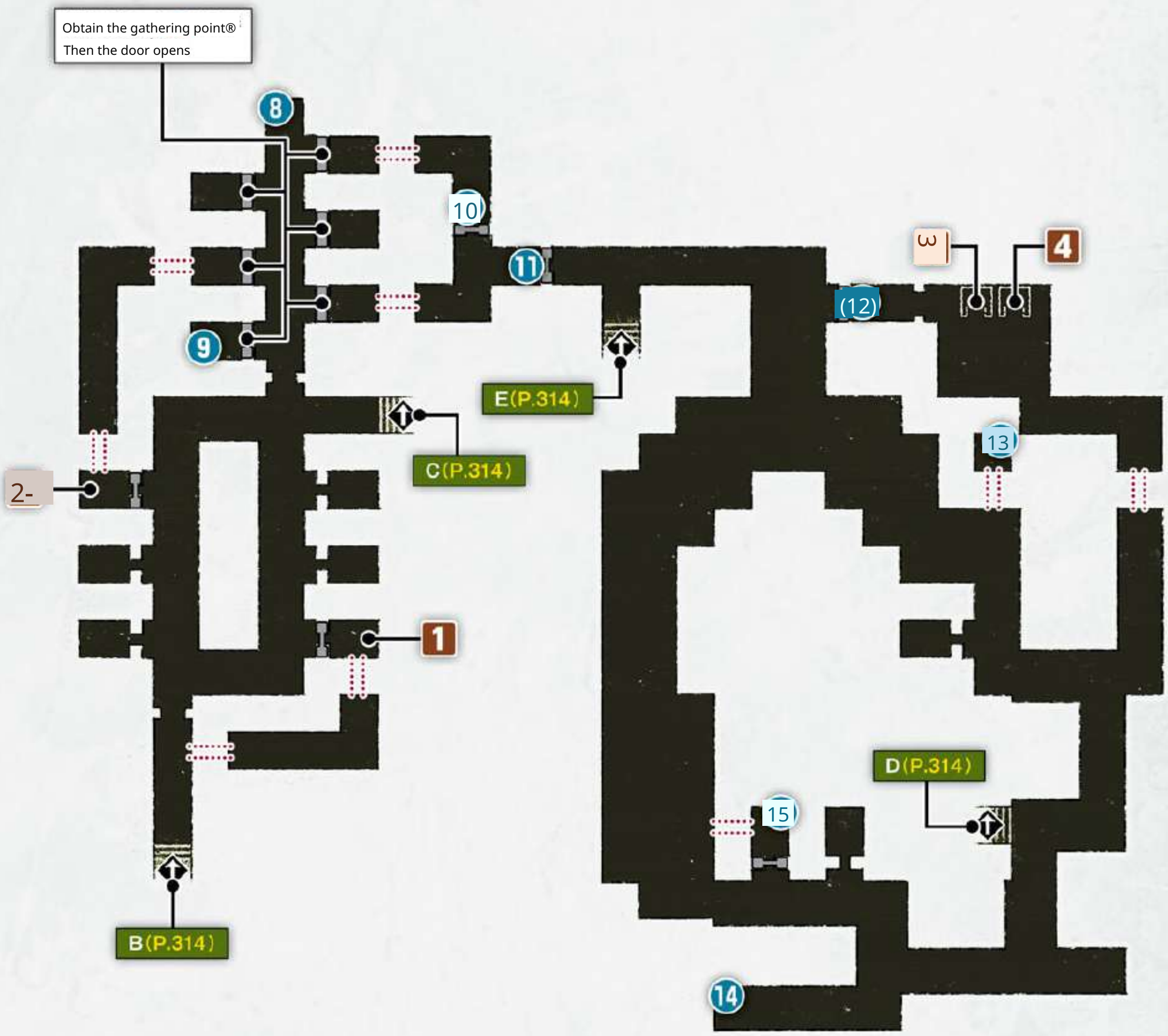
Guptaros — Page 437
LV 35 HP 2800
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Weak ·Resist Weak

Fatrich — P.451
LV 35 HP 3500
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Weak Reflect Reflect Reflect Reflect Weak Reflect



Gathering Point

Items
① High-quality salt-rusted small armor
② Opal
③ Hero's Fruit
④ Hammer of Things
⑤ Remnants of a Magitech Device
⑥ Golden Beetle
⑦ High-quality salt-rusted weapon



Gathering Point

Items
8 Remains of the magical device
9 Ephemeral Dagger
10 Old clothes stained by the sea breeze
11 Garnet
12 White Mask of Fate
13 Golden Insect
14 Holy Water of Grace
15 Hammer of Ruin

Treasure Chest

Items
1 Cubic Plaster
2 Assassination Blade: Blood Cherry Blossom
3 Coral Shield Spear
4 Iron Fist Bone Crusher

Forsaken Tower

DUNGEON

Tower of Malice

Appearing Enemies (※1)

Goboron
P.439 Goborn the Bowman

LV 9 HP 200

Slash Pierce Strike Fire Ice Elec Wind Light Dark

— — — — — — — — —

P.457

LV 16 HP 298

Slash Pierce Bash Fire Ice Lightning Wind Light Dark

— — — — — — — — —

Goborn-Esto
P.440

LV 17 HP 330

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — — — — — — —

Goborn the Bowman-Esto P.457

LV 18 HP 368

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — — — — — — —

Curse Goboron Este
P.444

LV 18 HP 400

Slash Pierce 壊 Fire Ice Lightning Wind Light Dark

— — — — — — — — —

Man-Slayer Goboron Este
P.450

LV 18 HP 415

Slash Pierce 壊 Fire Ice Lightning Wind Light Dark

— — — — — — — — —

Potorupo
P.452

LV 30 HP 580

Slash Pierce Strike Fire Ice Electric Wind Light Dark

— — 無 Resist Resist Weak — — —

Emerald Elmenta
P.456

LV 30 HP 1800

Slash Pierce Strike Fire Ice Electric Wind Light Dark

— — — — — Weak Resist — —

Goborn-Riego
P.440

LV 32 HP 650

Slash Pierce Strike Fire Ice Electric Wind Light Dark

— — — — — — — — —

Hidden Treasure Imitecs
P.450

LV 33 HP 3000

Slash Pierce Strike Fire Ice Electric Wind Light Dark

— — — — — — — 弱 耐

Orgo
P.433

LV 36 HP 4500

【Slash Pierce Strike Fire Ice Electric Wind Light Hell

耐 耐 耐 — — — — — 弱

Potorupo Bluea
P.452

LV 55 HP 888

Slash Pierce Strike Fire Ice Electric Wind Light Dark

— — Null Resist Repel Weak — — —

Obsilhas
P.432

LV 64 HP 1300

Slash Pierce Strike Fire Ice Elec Wind Light Dark

— — — No weaknesses — — 耐

Dead Treasure Imitezoro
P.443

LV 65 HP 6000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — — — — — Weak Resist

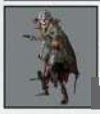
Apostate Skeleton Archer
P.449

LV 67 HP 1200

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak 無 Weak Resist

Apostate Skelet · Spear
P.448



LV 67 HP 1320

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak — — 無 — Weak Resist

Apostate Skelet · Sword
P.448

LV 67 HP 1440

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak — Null Weak Resist

Homo Luano
P.455

LV 73 HP 10000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Weak — — 反 Resist Resist Resist Resist Resist

Orgus
P.432

LV 38 HP 6000

Slash Pierce 壊 Fire Ice Lightning Wind Light Dark

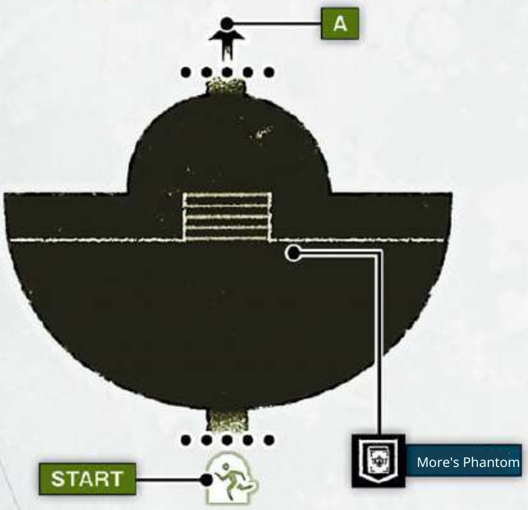
Res Res Res — — — — — 弱

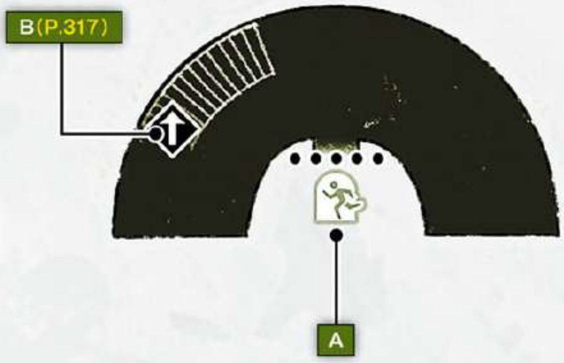
The One Who Devours Civilization
P.471

LV 70 HP 25000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

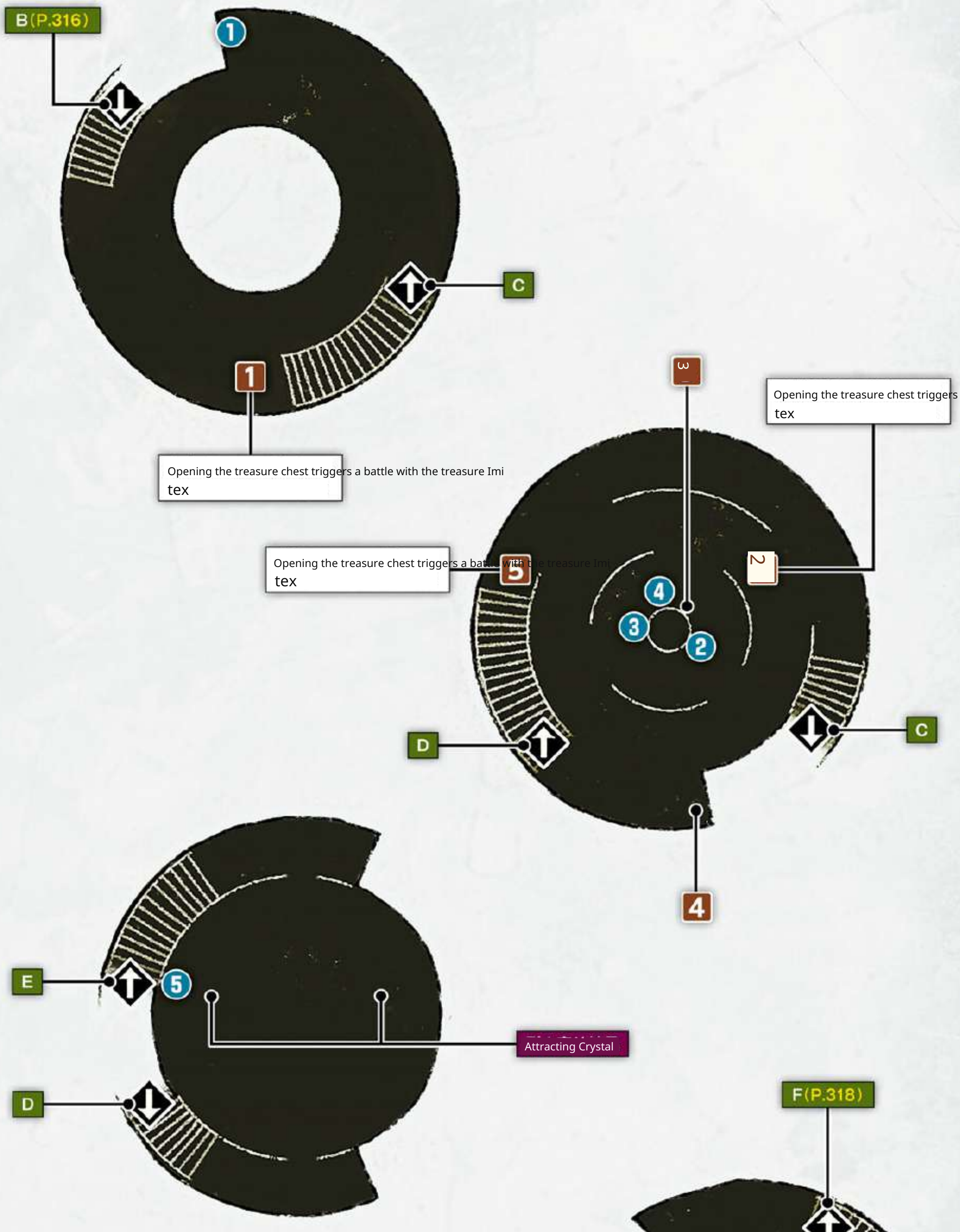
— — — Repel — — — —

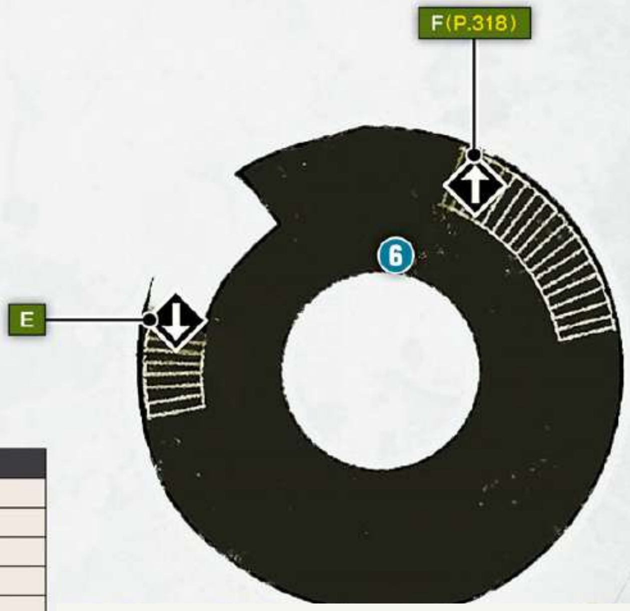




*1: The enemies that appear change depending on the completion status of the quests "Defeat the one that dwells in the Tower of Evil Eyes" and "The Mischief of the Mad Dragon"

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORYnGALLINE
4 FIELD MAP
5 DATA FILE
Map Survey
Tower of Malice



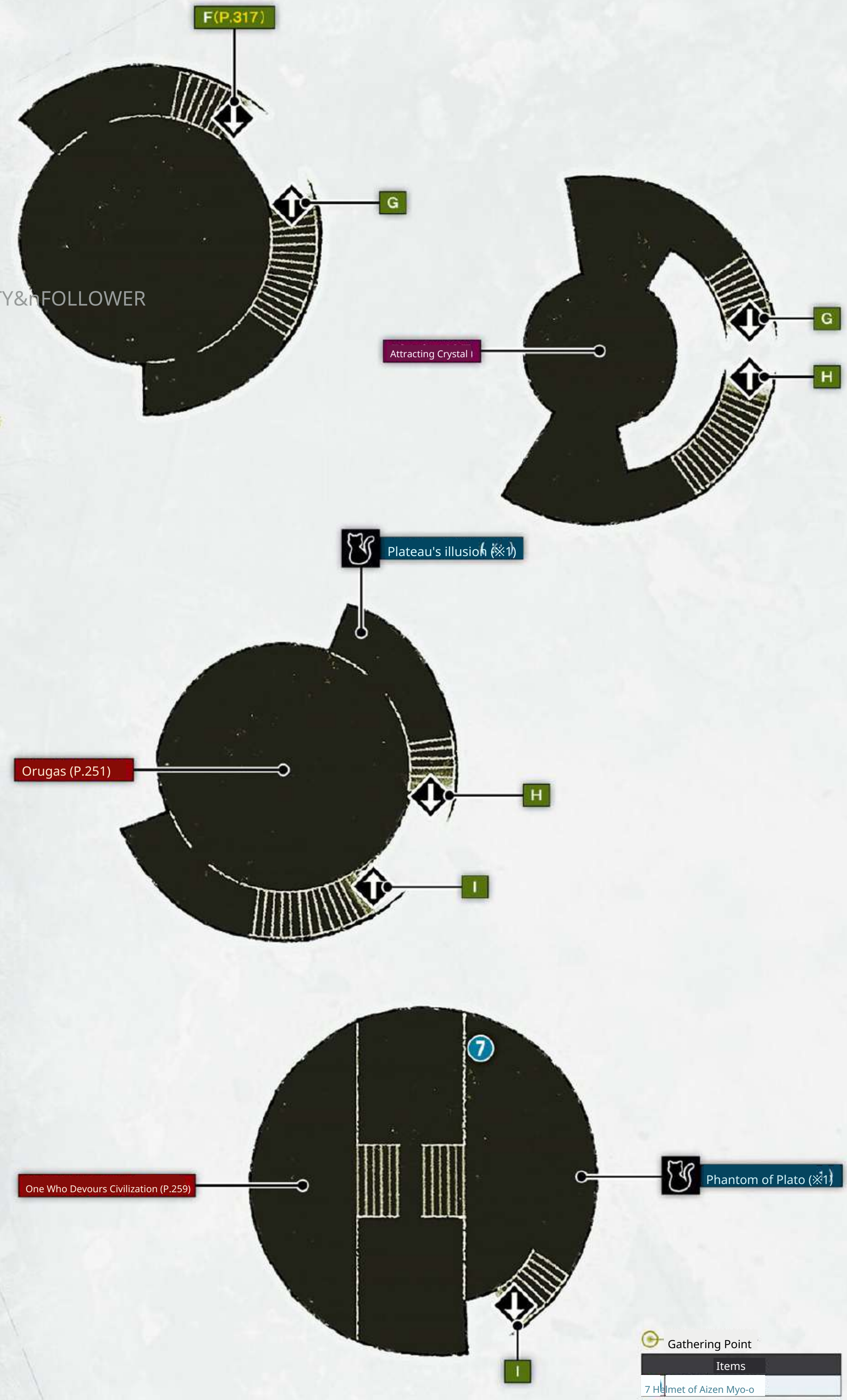


Gathering Point

Items
1 Mage's White Mask
② Holy Water of Grace
③ The Golden Cup
④ Topaz
⑤ Tide-tarnished ornament
⑥ Gold 蟲

-Treasure Chest

Items
1 Turquoise
2 Hero's Light Leaf
3 Canvas cloak
4 Warlord's war fan
5 High-quality mysterious ornament

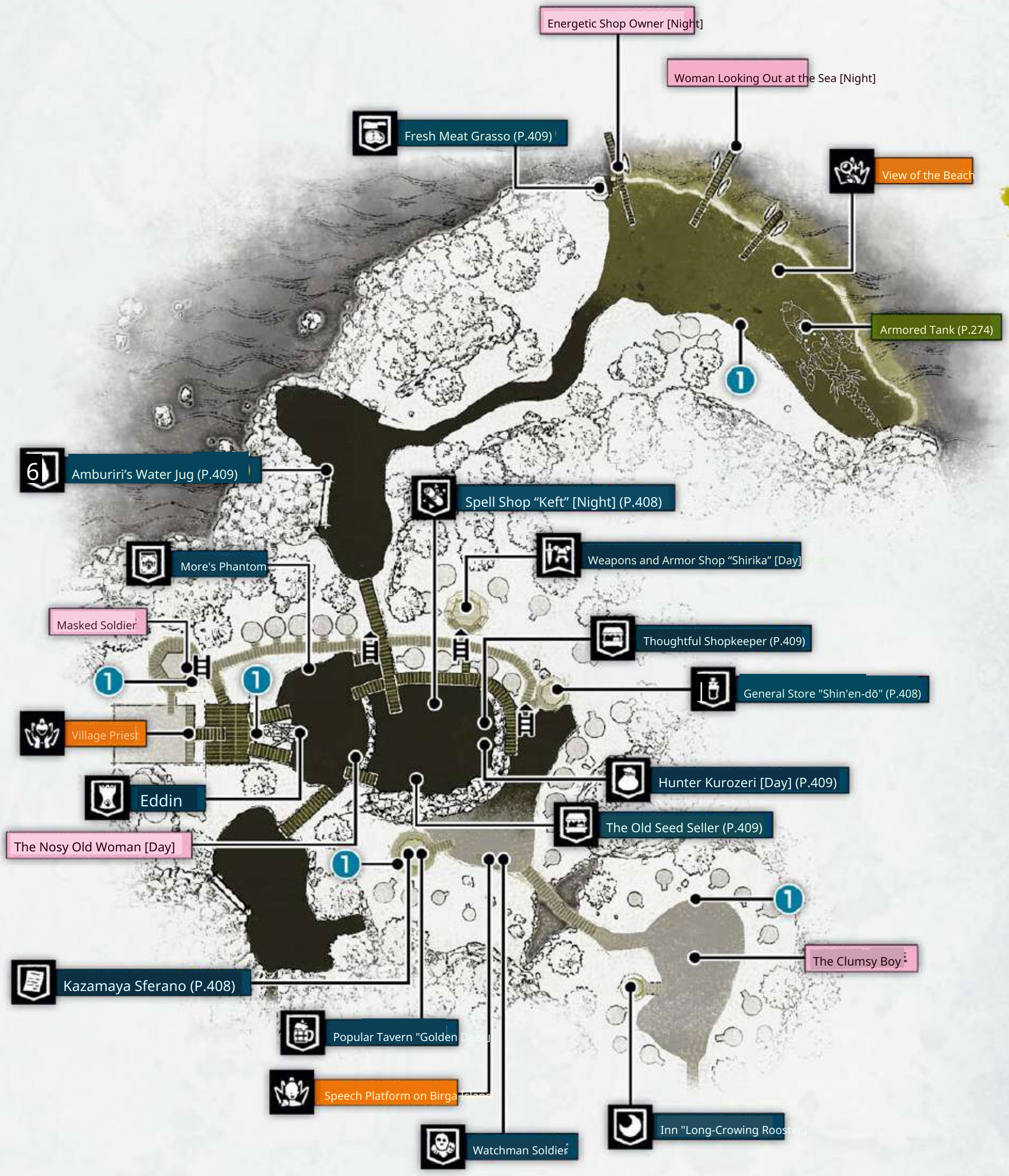


Gathering Point

Items
7 Helmet of Aizen Myo-o

※1: The location of Phantom of Plato changes depending on the progress of the quests "Defeat the One Nesting in the Tower of Evil Views" and "Mischief of the Crazy Dragon"

ICELAND ROD
—Virga Island



Gathering Point

Items
1 Golden Bug

1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORY GUIDE
4 FIELD MAP
5 DATA FILE
Map survey
Birga

DRAGON TEMPLE

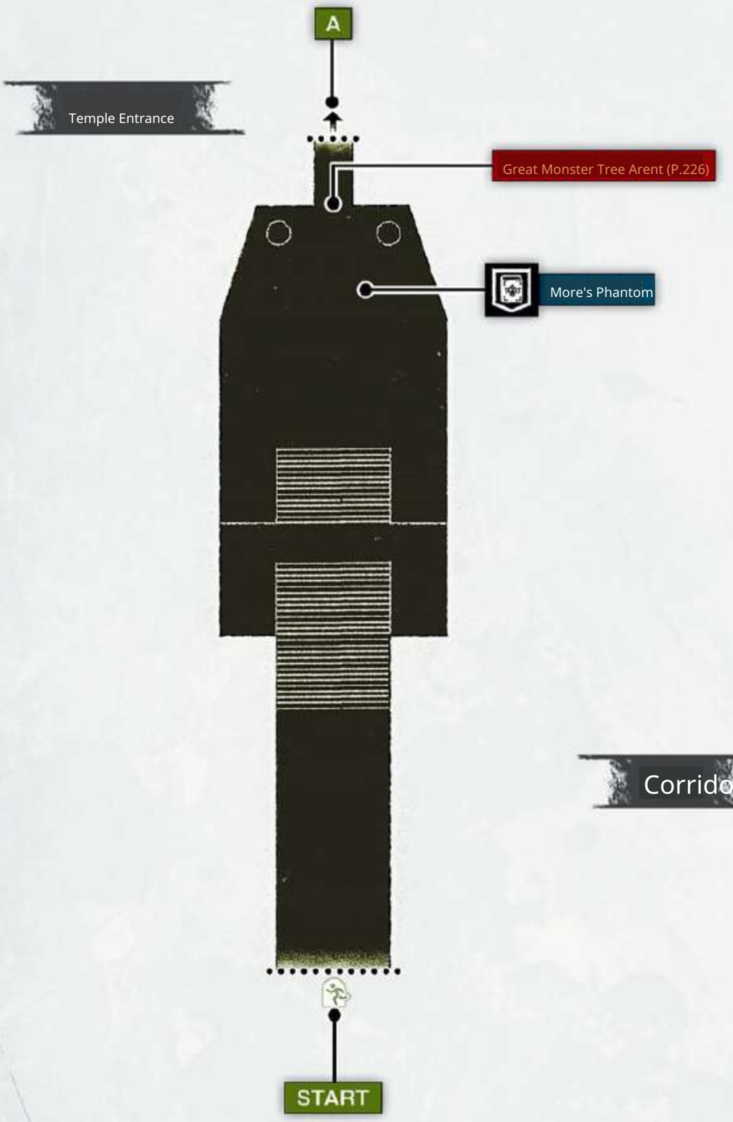
DUNGEON

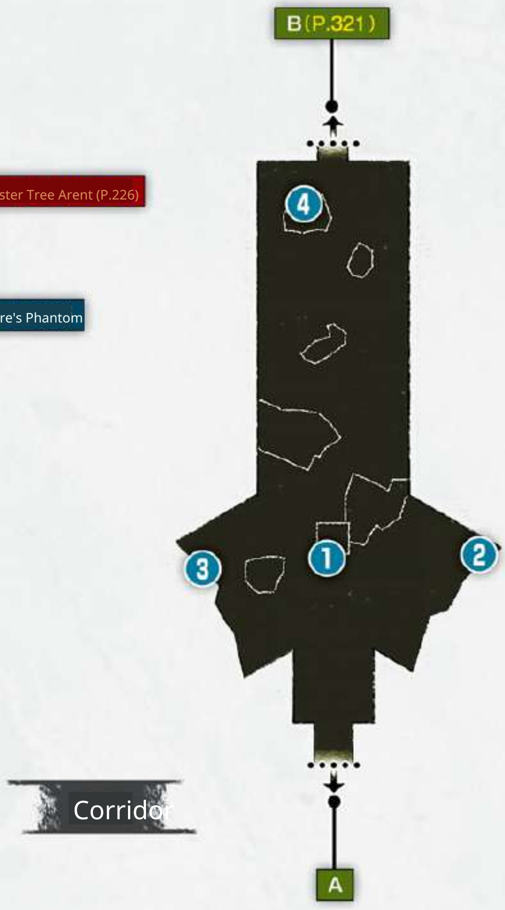
Dragon Palace Temple

Appearing Enemies

Enemy	Page	LV	HP	Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
Vesp	P.432	19	398	–	Weak	–	–	–	No Weakness		–	–
Papilos	P.449	20	350	–	Weak	–	Resist	Resist	Resist	Weak	Repel	Weak
Raptor Korbo	P.456	28	579	–	Weak	Null			–	–	–	–
Canibafro	P.433	29	642	–	–	–	弱	Null	Resist		–	–
Lamenting Spectre	P.448	35	500	Repel	Repel	Repel	Weak	Absorb	Absorb	Weak		
Manjura	P.455	35	3500	–	–	1 Weak, No Weakness			–	–	–	–
Golem Gargosta	P.455	35	780	Null	Null	–	–	–	Resist	We	–	耐
Golden Elmenta	Page 437	38	3000	–	–	–	–	–	耐	弱	–	–
Great Monster Tree Arent	P.447	40	4000	–	–	–	Weak	Resist	Resist	Resist	Resist	Resist

(Manjura's attribute row is printed as: Slash Pierce Bash Fire Ice Thunder Wind Light Dark. Golem Gargosta's, Golden Elmenta's and Great Monster Tree Arent's rows are printed as: Slash Pierce Strike Fire Ice Lightning Wind Light Dark.)



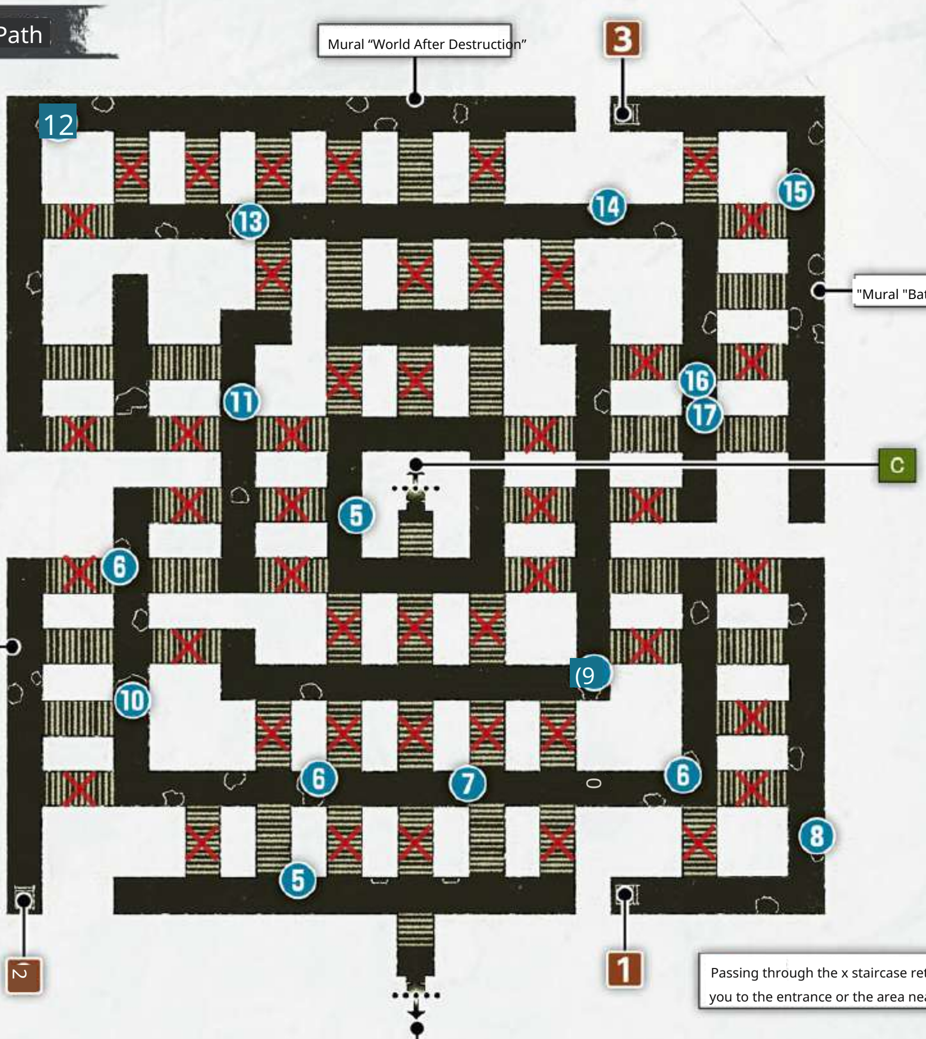


Gathering Point

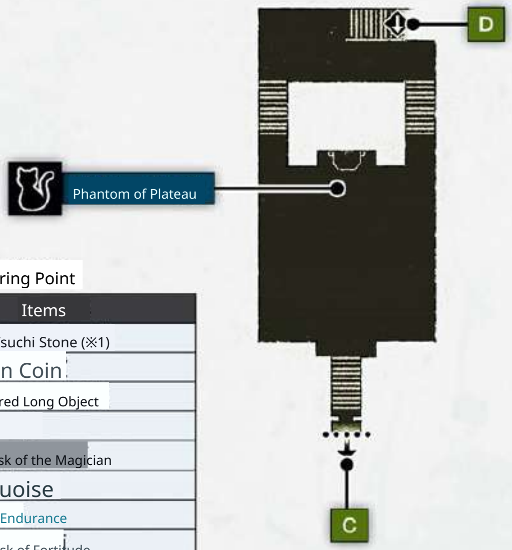
Items
1 Sparkling Marble
② Ame-Tsuchi Stone(※1)
③ Spirit Powder
④ Holy Water of Grace

*1: Appears while the quest "Find the Materials for the Guiding Doll" is active

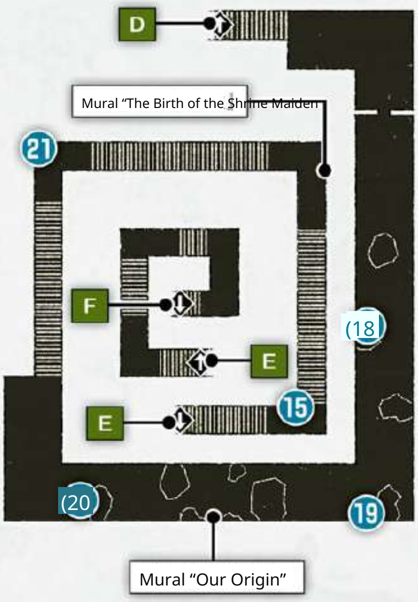
Lost Path



Jukai Descent Chamber (1)



Deep Forest Descent Hall (2)



Gathering Point

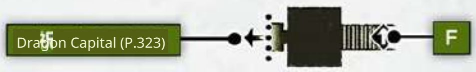
Items
5 Ame-Tsuchi Stone (※1)
6 Foreign Coin
7 Moss-Covered Long Object
8 Opal
9 White Mask of the Magician
10 Turquoise
11 Incense of Endurance
12 White Mask of Fortitude
13 Magic-Breaking Hammer
14 Magic Pill
15 Sparkling Marble
16 Hero's Fruit
17 Blessing Water x2
18 Holy Ash Jar
19 Vitality Incense
20 Moss-Covered Heavy Armor
② Holy Water of Grace

※1: Appears while the quest "Search for the Materials for the Guiding Doll" is active

Treasure Chest

Items
1 Healing Prayer Rod
2 Hat of Serenity
3 Fire-Starting Fan

Jukai Descent Chamber (3)



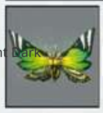
D Rakkon G Rase Shinjuku

☆Dragon-Blessed Capital

——Appearance Point 3-

Vesp P.432

LV 19 HP 398
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak
No weakness

Papilos P.449

LV 20 HP 350
Slash Pierce Crush Fire Ice Elec Wind Light Dark
-Weak -Res Res Res Weak Reflect Weak

Raptor Korbo P.456

LV 28 HP 579
【Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
·We 無

Bottle Pop P.452

LV 30 HP 580
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
-Null Resist Resist Weak

Hidden Treasure Imitecs P.450

LV 33 HP 3000
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
·Weak Resist

Lamenting Spectre P.448

LV 35 HP 500
[Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Reflect Reflect Reflect Weak Absorb Absorb Weak

Papilga P.449

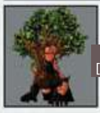
LV 37 HP 655
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
·Weak One Reflect Resist Resist Weak Reflect Weak

Lavovesp P.457

LV 37 HP 808
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Weak Absorb Null Weak

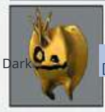
Magic Leaf Tree Species P.431

LV 38 HP 2500
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Resist Resist Resist
無 Weak Weak

Tropical Species P.431

LV 38 HP 2500
[Slash Pierce Strike Fire Ice Electric Wind Light Dark|
| Weak Resist Resist Resist Resist Resist Resist

Golden Elmenta Page 437

LV 38 HP 3000
Slash Pierce Strike Fire Ice Electric Wind Light Dark
|Resist Weak|

Golden Homo Denta P.432

LV 40 HP 500
[Slash Pierce Strike Fire Ice Electric Wind Light Dark
Resist Resist Resist Resist Resist Resist Resist Resist Resist

Benepetia P.452

LV 40 HP 832
|Slash Pierce Strike Fire Ice Electric Wind Light Dark
Resist Weak Neutral Resist

Ostfro P.432

LV 41 HP 988
Slash Pierce Blunt Fire Ice Elec Wind Light Dark
Weak Null Resist Normal Weak Absorb

Homo Physic P.454

LV 41 HP 1560
Slash Pierce Blunt Fire Ice Elec Wind Light Dark
Resist Resist Weak
Repel Weak

Homo·Strum P.453

LV 41 HP 2300
Slash Pierce Blunt Fire Ice Elec Wind Light Dark
Weak Resist Resist Weak Rebel Resist Resist

Homo Frostin P.

LV 43 HP 454n3050
Slash Pierce Blunt Fire Ice Elec Wind Light Dark
弱 反 ·Res

Homo·Orelon P.453

LV 45 HP 3000
Slash Pierce Blunt Fire Ice Elec Wind Light Dark
弱

Saiokuro P.441

LV 45 HP 3500
Slash Pierce Blunt Fire Ice Lightning Wind Light 闇
Weak
Absorb Weak

Homo-Fleimo P.454

LV 45 HP 500
【Slash Pierce Blunt Fire Ice Lightning Wind Light 闇
弱

Rock Manjura P.434

LV 45 HP 4500
Slash Pierce Blunt Fire Ice Lightning Wind Light 闇
Resist Resist Weak 無

ホモ·Yu Er Wu P.466

LV 50 HP 6000
Slash Pierce Blunt Fire Ice Lightning Wind Light 闇
「Resist Resist ·Weak One Null

Evil Dragon Eto P.466

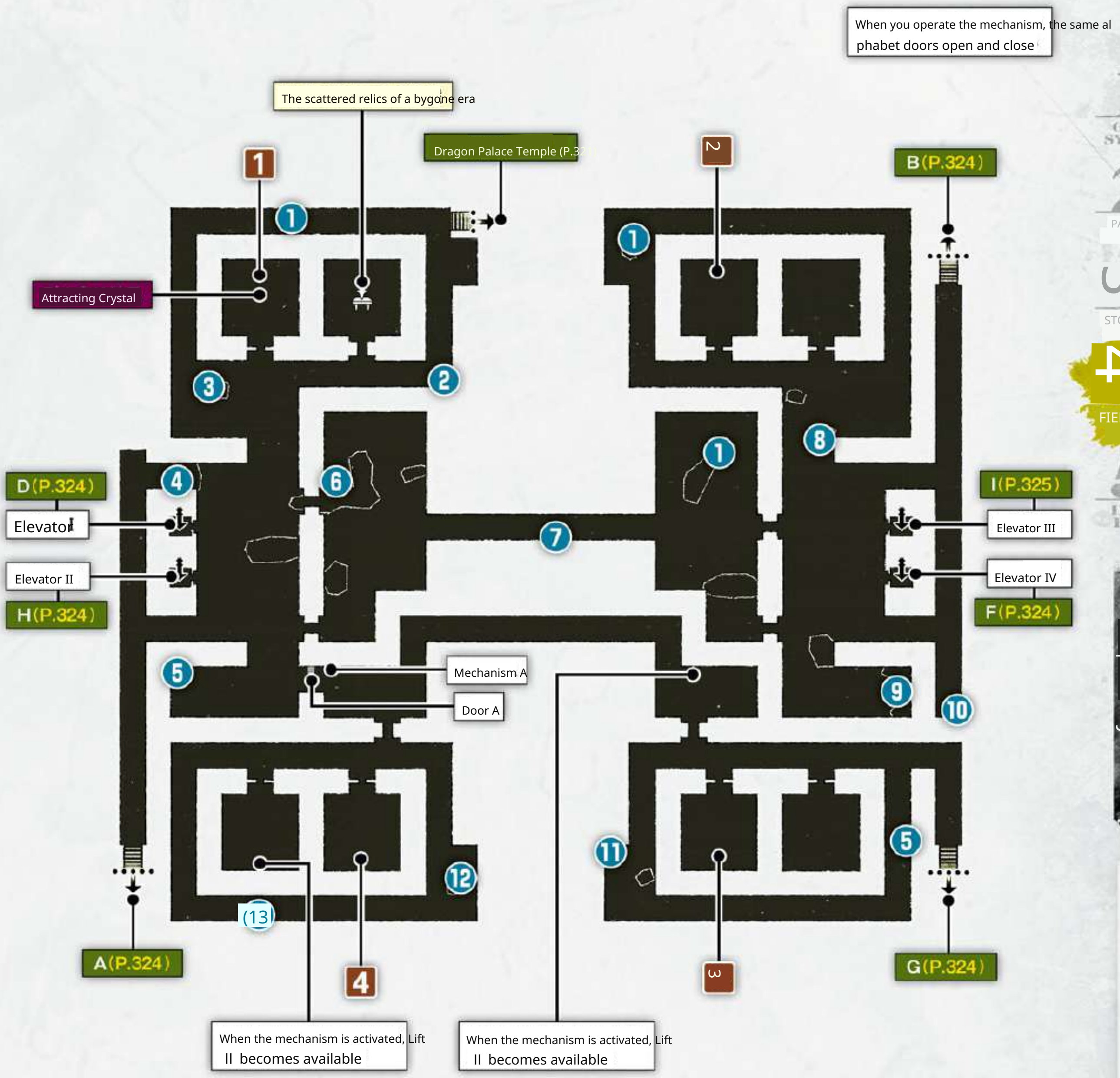
LV 50 HP7000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Resist Resist

The Soul-Eater of All People 55 (1) P.471

LV 75 HP 30000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark

※1: Appears after accepting タエ実力の神」

The scattered relics of a bygone era



Gathering Point

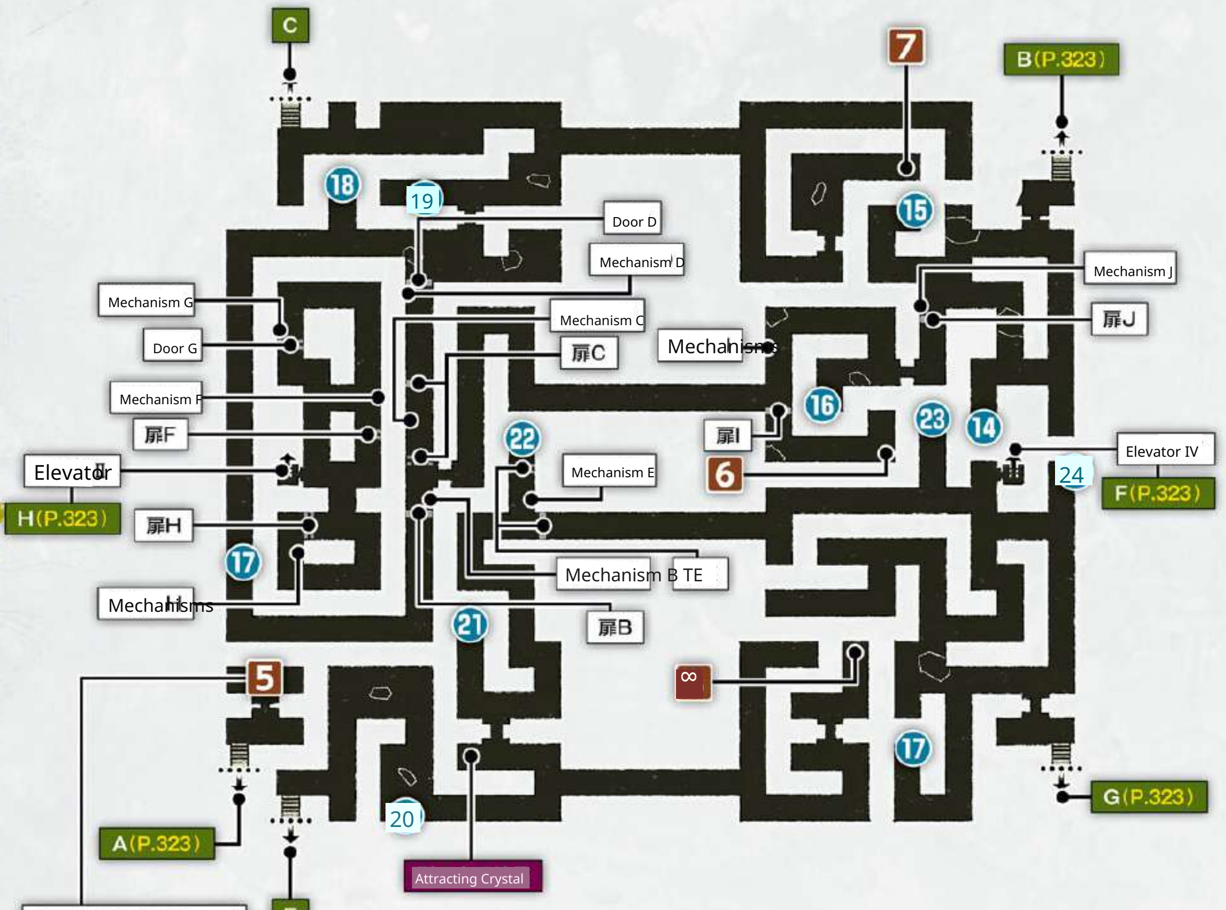
Items
① Crystal Vine
② Death-Colored Slender Stem
③ White Mask of the High Priestess
④ Ominous Bird Talisman
⑤ Spirit Water of Grace
⑥ Moss-Covered Weapon
7 Metal Thread
8 Aquamarine
9 White Mask of Fate
⑩ Speed Incense
1 Garnet
12 Scent of Luck
13 Dragon God's Sacred Water

-Treasure Chest

Items
11 White Mail
2 Moon Goddess's Fist
3 All-in-One Abacus
4 Overprotective Collar

The Steel Room Where People Gathered and Walked

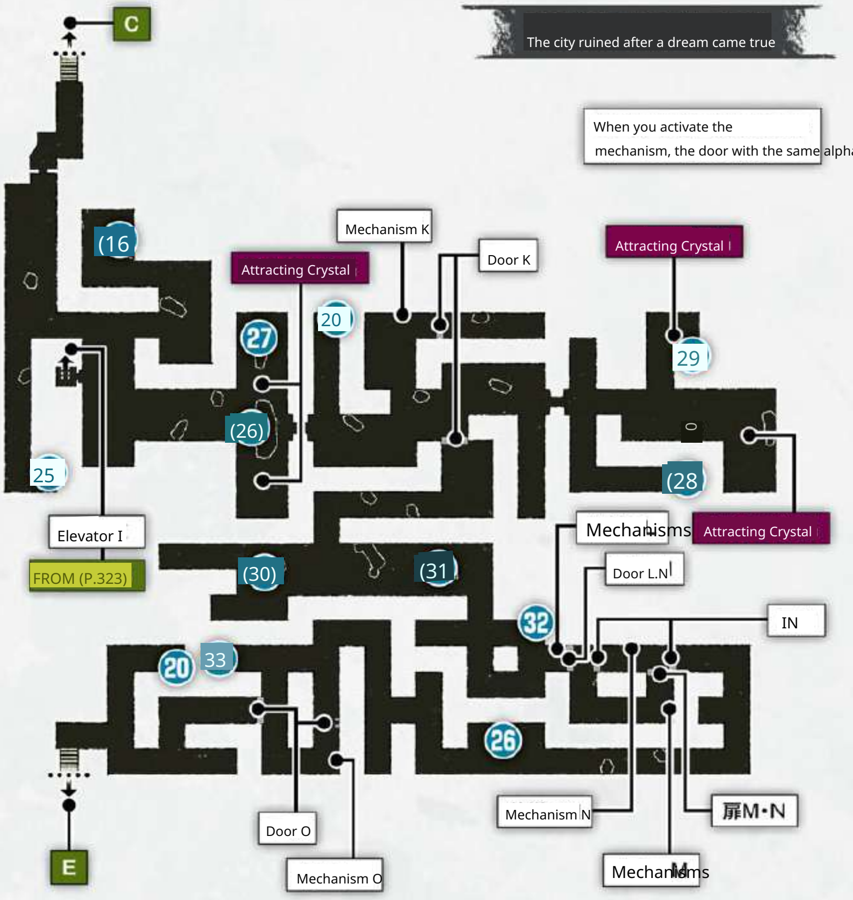
When you activate the mechanism, the door with the same alphabet opens and closes



Opening the treasure chest triggers a battle with the treasure Imi tex

The city ruined after a dream came true

When you activate the mechanism, the door with the same alphabet opens and closes



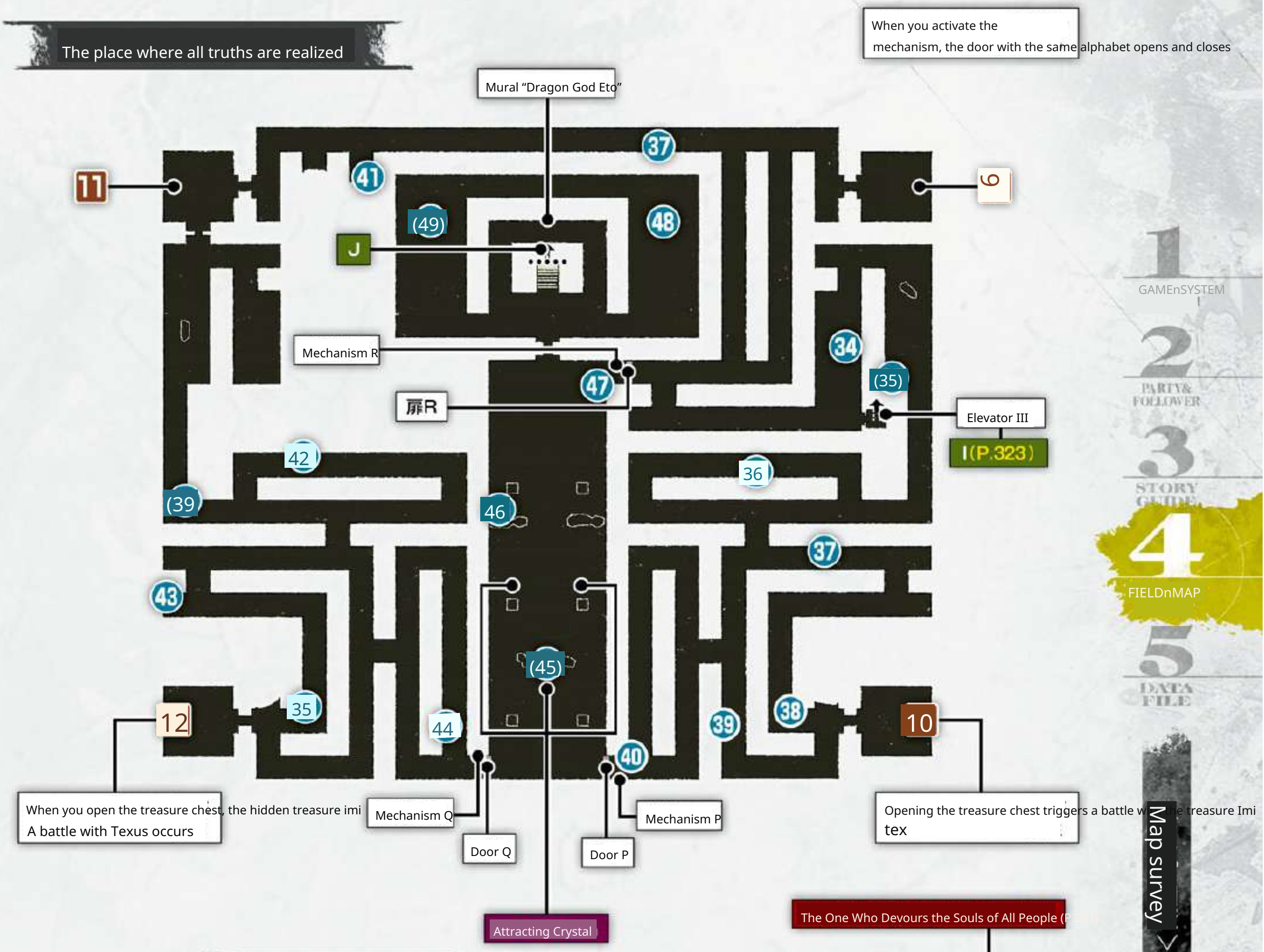
Gathering Point

Items
14 Elixir
15 Crystal Wall Material
⑩6 White Mask of Justice
① Hero's Lightleaf
18 Divine Beast Card
19 Ariadne's Thread
20 Metal Thread
② High-Quality Moss-Covered Weapon
22 Ruby
23 Resurrection Incense
24 Magic-Breaking Hammer
2 Fine Moss-Covered Curious Device
26 Death-Colored Slender Stem
27 Magic Fluid
28 Magic Injection
29 Spirit Sake Dew
30 Grim Reaper's White Mask
31 Crystal Vine
32 Hero's Fruit
3 Thunder Beast's Breath

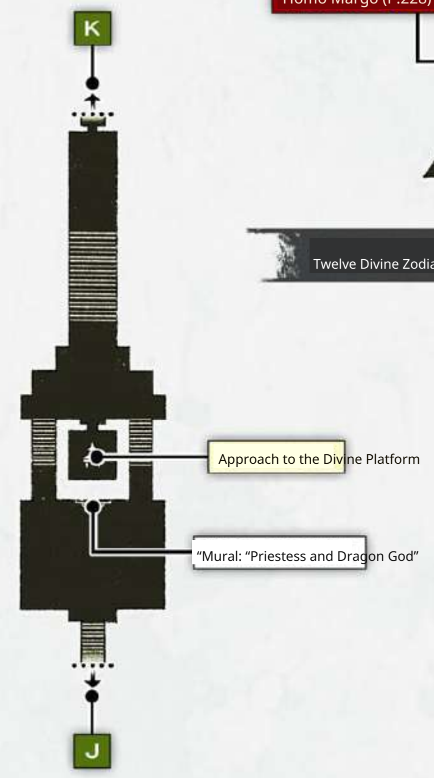
④-Chest

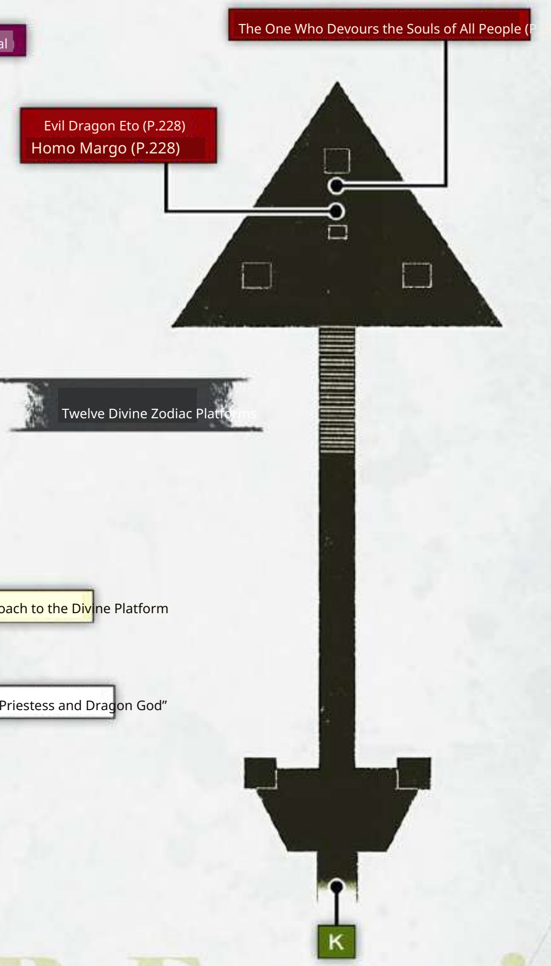
Items
5 Narukami's Spear
6 Fireproof Mittens
7 Ninja Sword: Oborobi
8 White Mask of the Stars

The place where all truths are realized



Approach to the Divine Platform





Twelve Divine Zodiac Platforms

Gathering Point

Items
34 Blessed Water
35 Death-Color Thin Stem
36 Magic Fluid
37 Crystal Vine
38 Curse-Eye Talisman
39 Metal Thread
40 Patient's White Face
4 Magic Injection
42 High-Quality Moss-Covered Long Object
43 Incense of Vitality
44 Destruction Hammer
45 White Mask of the Magician
46 Sapphire
47 Great Spirit Powder
48 Divine Elixir
49 Dragon Blood Sap

-Treasure Chest

Items
9 Rabbit's Shin Guards
10 Perfect Magic Food
11 Millennium Turtle Shin Guards
12 目覚めの帽子

Land Of Ceremony

DUNGEON

Land of Rituals

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORYnGLIDE
4 FIELD MAP
5 DATA FILE
Map Survey
Land of Rituals

Appearing Enemies

Slave Skeleto · Bow P.448 Slave Skeleto · Spear

LV	17	HP	205

Slash Pierce Crush Fire Ice Lightning Wind Light Dark
– · Resist Weak Null Weak 耐

Slave Skeleto · Spear P.448

LV	17	HP	220

Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— Resist Weak Null - Weak Resist

Slave Skeleto · Sword P.447

LV 17 HP 250

Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— 耐 弱 — - Null - Weak Resist

Golden Elmenta Page 437

LV 38 HP 3000

Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— — — — — Resist Weak —

Potorupo·Verda P.452

LV 43 HP 780

Slash Pierce Fire Ice Lightning Wind Light Dark
— — 無 Res Res Weak Absorb —

Fierce Warrior Skelet · Bow P.436

LV 44 HP 860

Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Res Res Weak — — 無 — Weak Resist

Fierce Warrior Skelet · Spear P.436

LV 44 HP 890

Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Res Res Weak — — 無 — Weak Res

Fierce Warrior Skelet · Sword Page 436

LV 44 HP 910

Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Res Res Weak "None Weak Res

Leoglyph P.459

LV 46 HP 4500

Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Weak — — — — — Repel Res —

Summoned Knight Skelet P.444

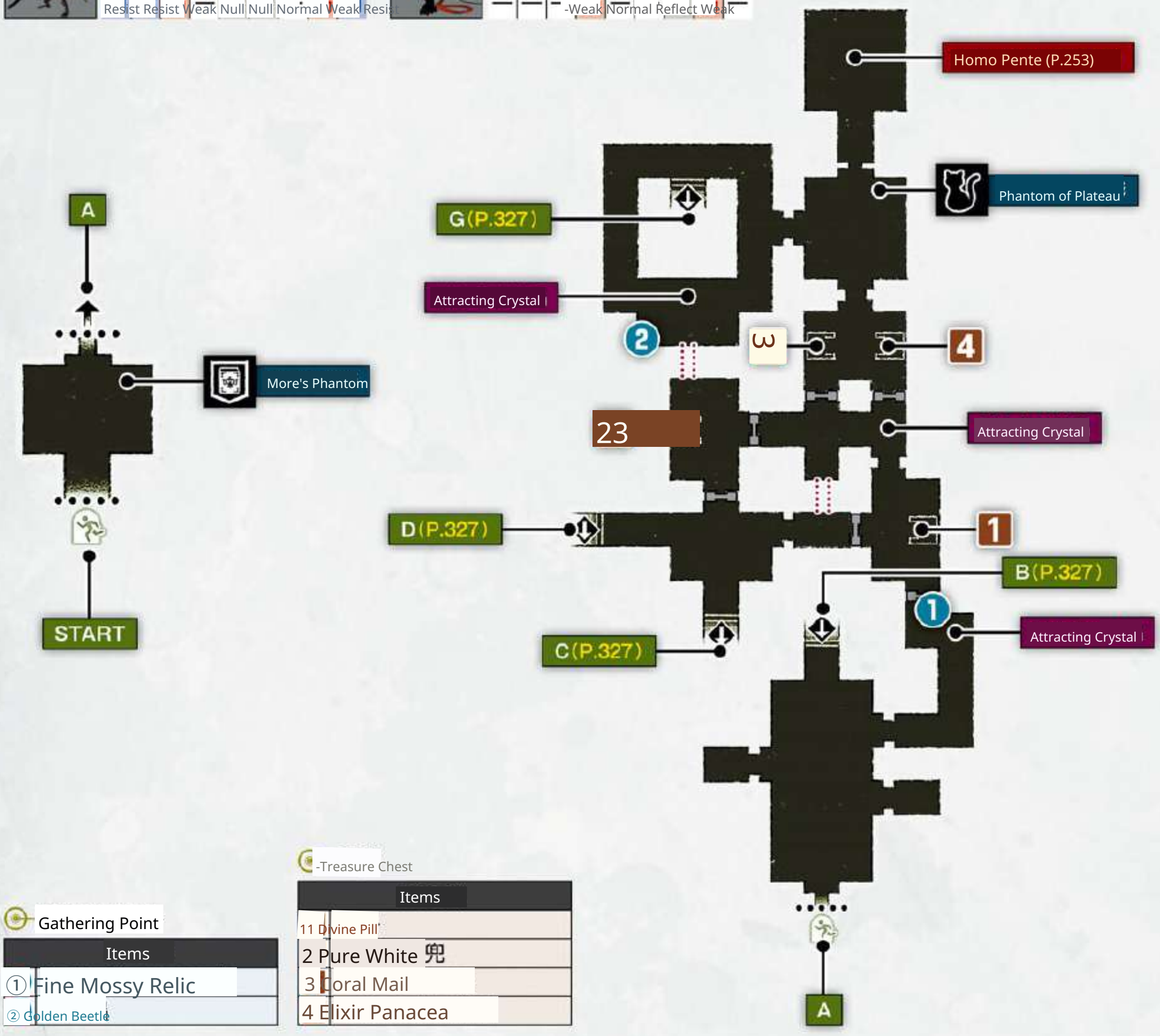
LV 50 HP 2000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Resist Resist Weak Null Null Normal Weak Resist

Homo Pent P.454

LV 50 HP 5000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — -Weak Normal Reflect Weak

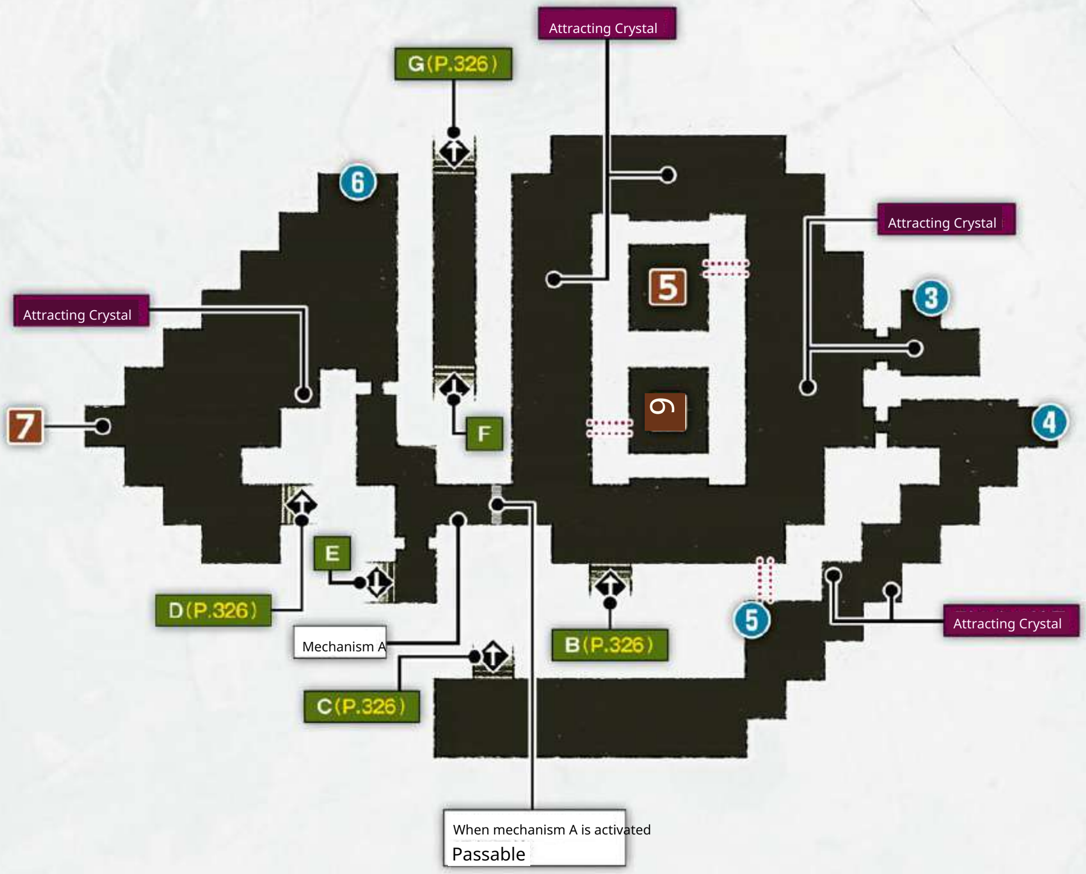


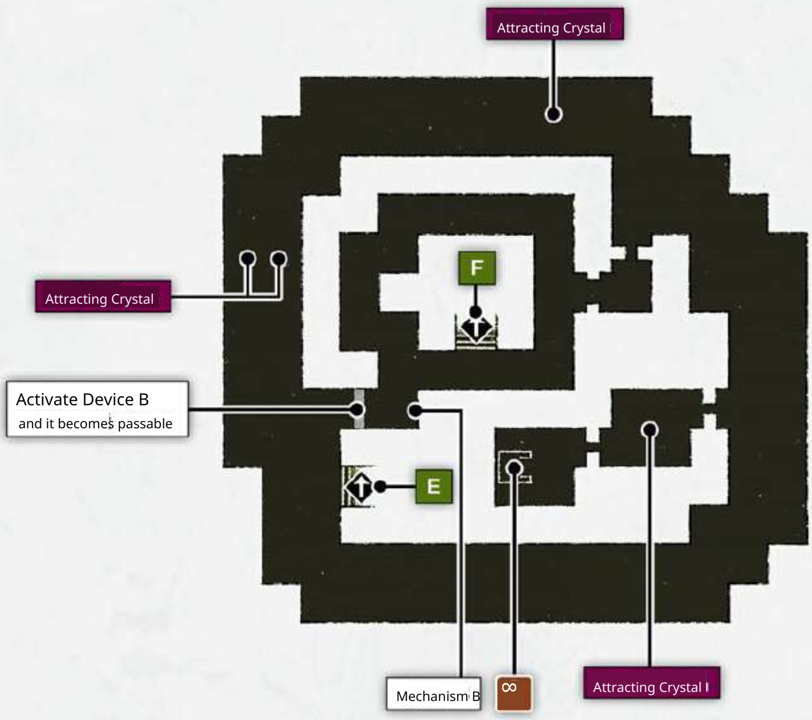
Treasure Chest

Items
1 Divine Pill
2 Pure White 兜
3 Coral Mail
4 Elixir Panacea

Gathering Point

Items
① Fine Mossy Relic
② Golden Beetle





Gathering Point

Items
③ Oni Woman's Talisman
④ Blessing Water x3
⑤ High-quality Moss-covered Sturdy Armor
6 Grace Dew x2

Treasure Chest

Items
5 Hero's Gem Root
6 Fan of Flame Dance
7 Moss-Covered Column
8 Emerald

Scoundrel's Hold

DUNGEON

Rogues' Hideout

Appearing Enemies

Goborn-Esto P.440
LV 17 HP 330

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Bowman Goborn Est P.457
LV 18 HP 368

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Curse Goboron Este P.444
LV 18 HP 400

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Manslayer Goborn Est P.450
LV 1[redacted] HP 4[redacted]5 [redacted]

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Goborn-Riego P.440
LV 32 HP 650

Slash	Piercing	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—

Golden Elmenta Page 437
LV 38 HP 3000

Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	Resist	Weak	—	—

Spellcaster Goborn-Rigo P.444
LV 4[redacted]3 HP [redacted]00 [redacted]

Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Bowman Goborn-Rigo P.457
LV 43 HP 9[redacted]0 [redacted]

Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Man-Slayer Goborn-Rigo P.450
LV 43 HP 1000 [redacted]

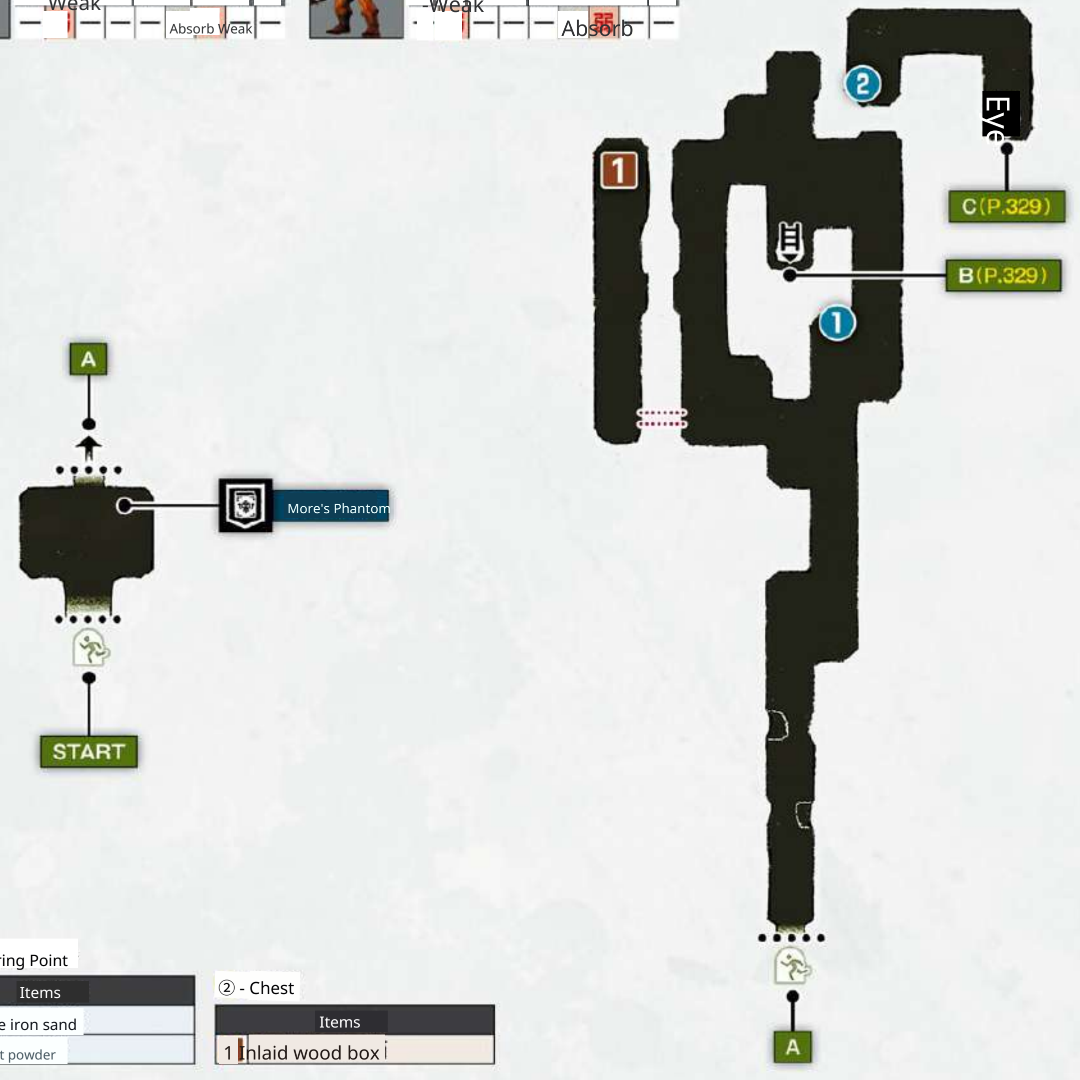
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

Saiokuro P.441
LV 45 HP 3500

Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak
Absorb Weak

Saiocropos P.441
LV 52 HP 4000

Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak
Absorb



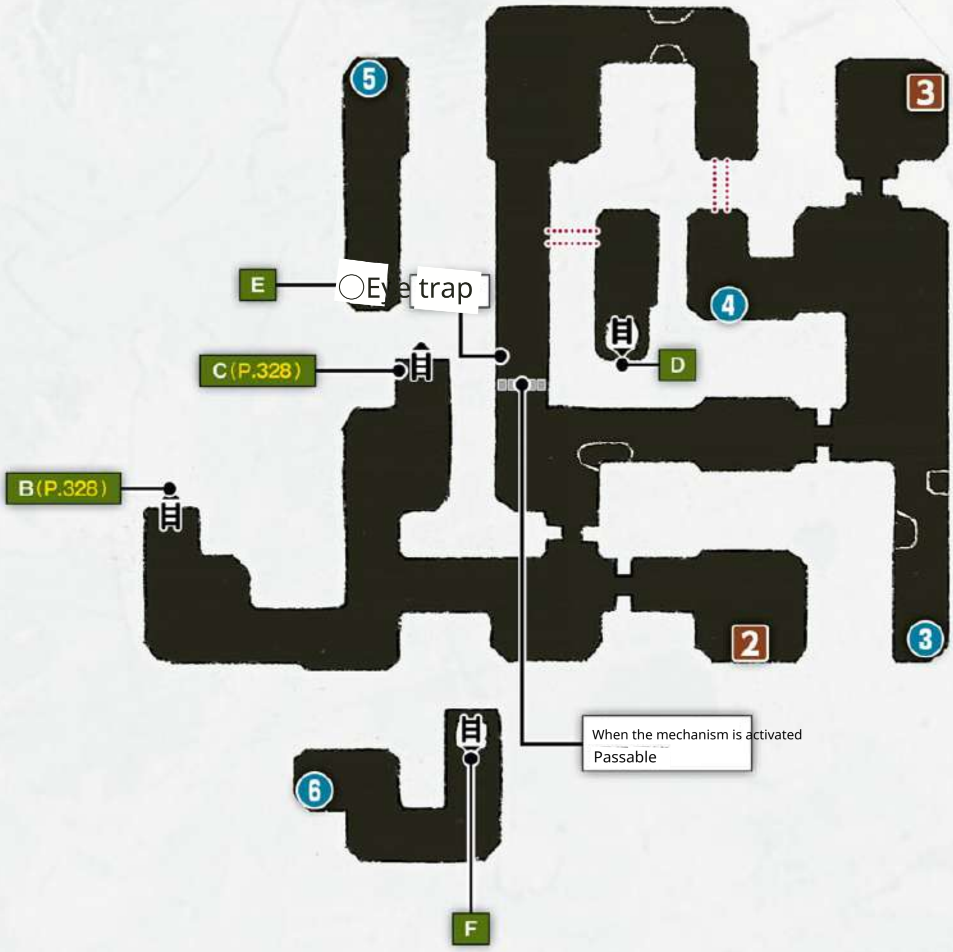
Gathering Point

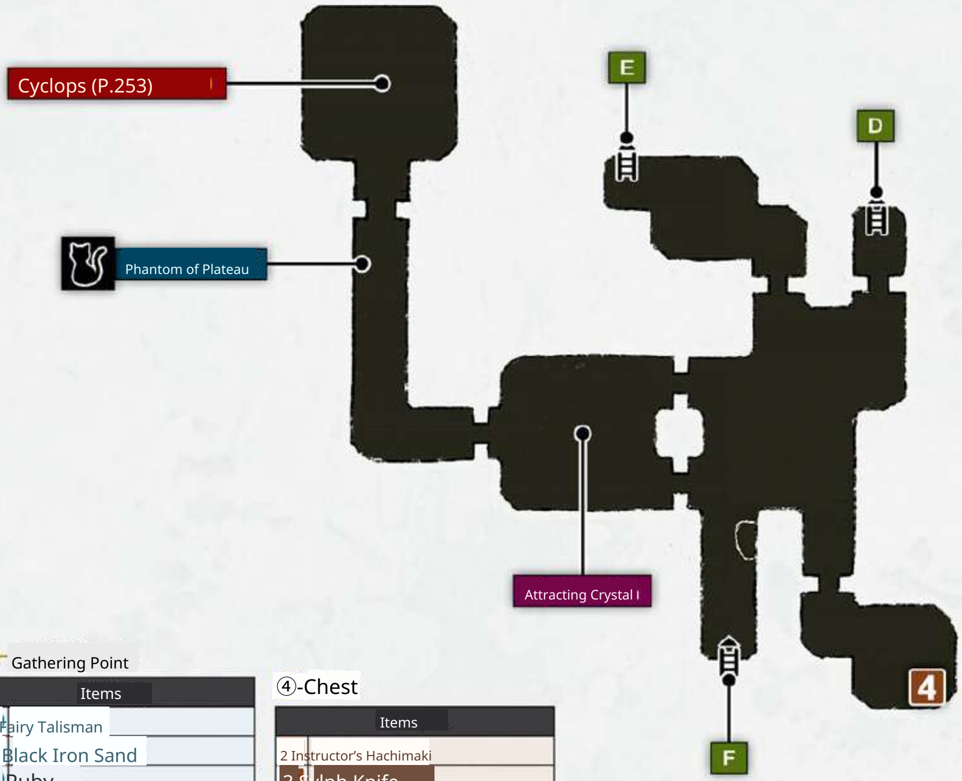
Items
① Kurogane iron sand
② Great spirit powder

② - Chest

Items
1 Inlaid wood box

GAME SYSTEM · PARTY & FOLLOWER · STORY & GALLINE · 4 FIELD MAP · 5 DATA FILE · Map Survey · Rogues' Hideout





Gathering Point

Items
③ Fairy Talisman
④ Black Iron Sand
⑤ Ruby
⑥ Golden Beetle

④-Chest

Items
2 Instructor's Hachimaki
3 Sylph Knife
4 快足のアンクレット

ORBWISE PATH

DUNGEON

Circle Sign

Appearing Enemies

Aquatic Schuper P.445
LV 20 HP 404
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak — Null One Absorb Weak — — —

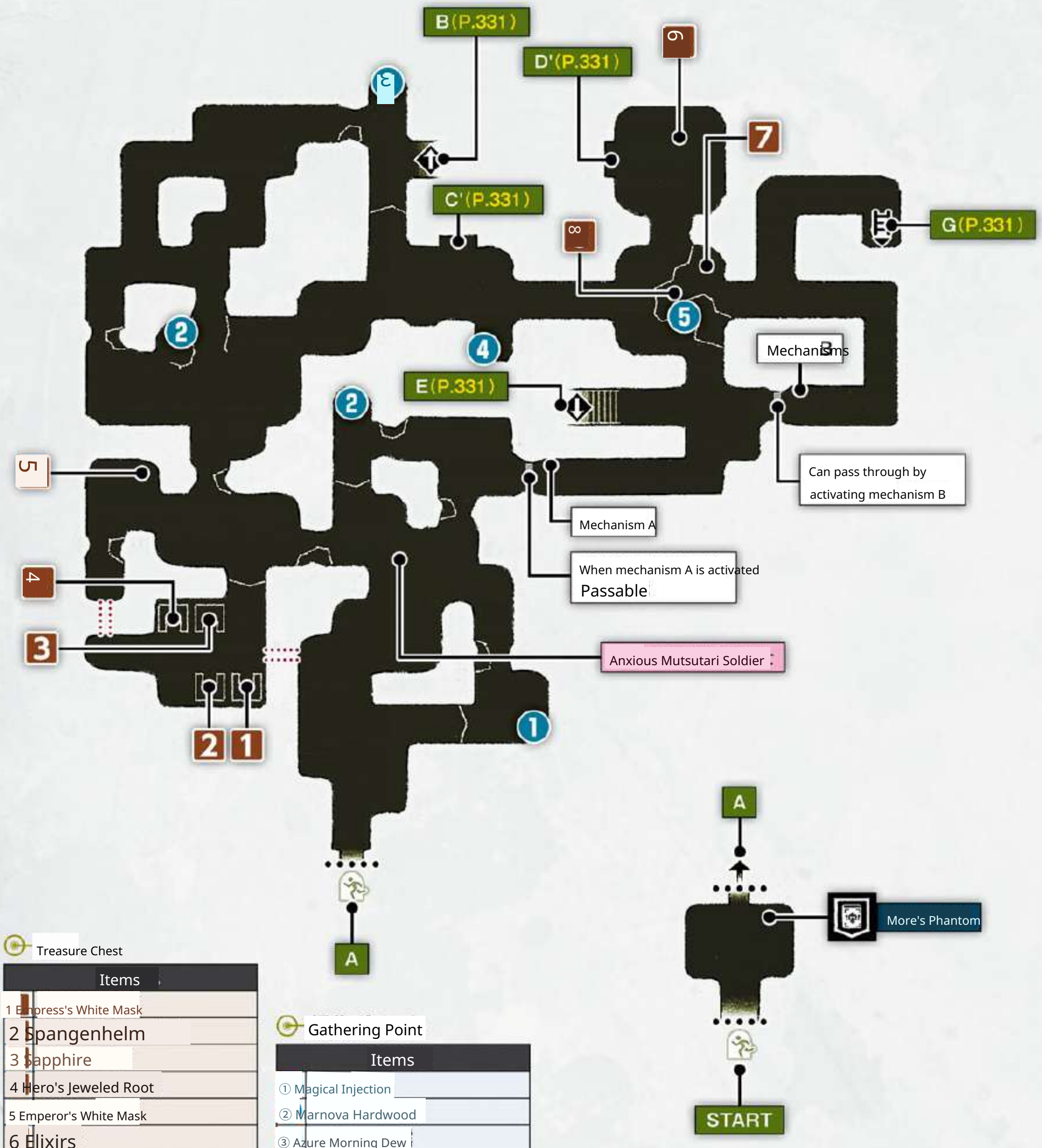
Land-dwelling Schuper P.458
LV 33 HP 670
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak One Null Absorb One Weak — — —

Water insect Valmo P.455
LV 35 HP 1270
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — Absorb Weak — —

Kapzard Sandro P.433
LV 36 HP 832
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — Resist Null Repel Weak Weak

Golden Elmenta Page 437
LV 38 HP 3000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — Resist — —

Kokasadorus P.439
LV 42 HP 6000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— Weak Weak Repel — — — Repel



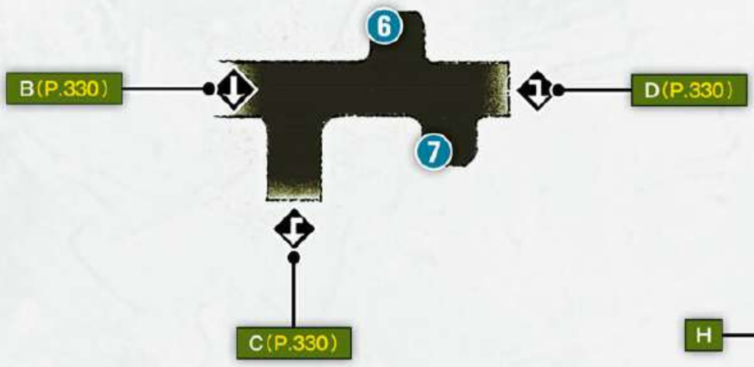
Treasure Chest

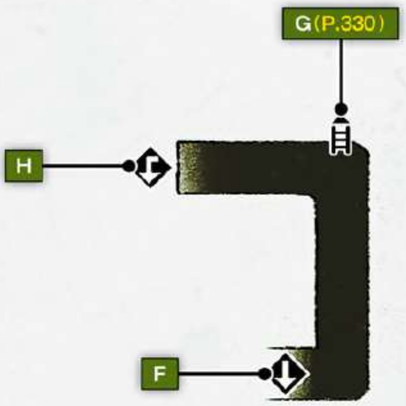
Items
1 Empress's White Mask
2 Spangenhelm
3 Sapphire
4 Hero's Jeweled Root
5 Emperor's White Mask
6 Elixirs
7 Ruby
8 Vampire Garment

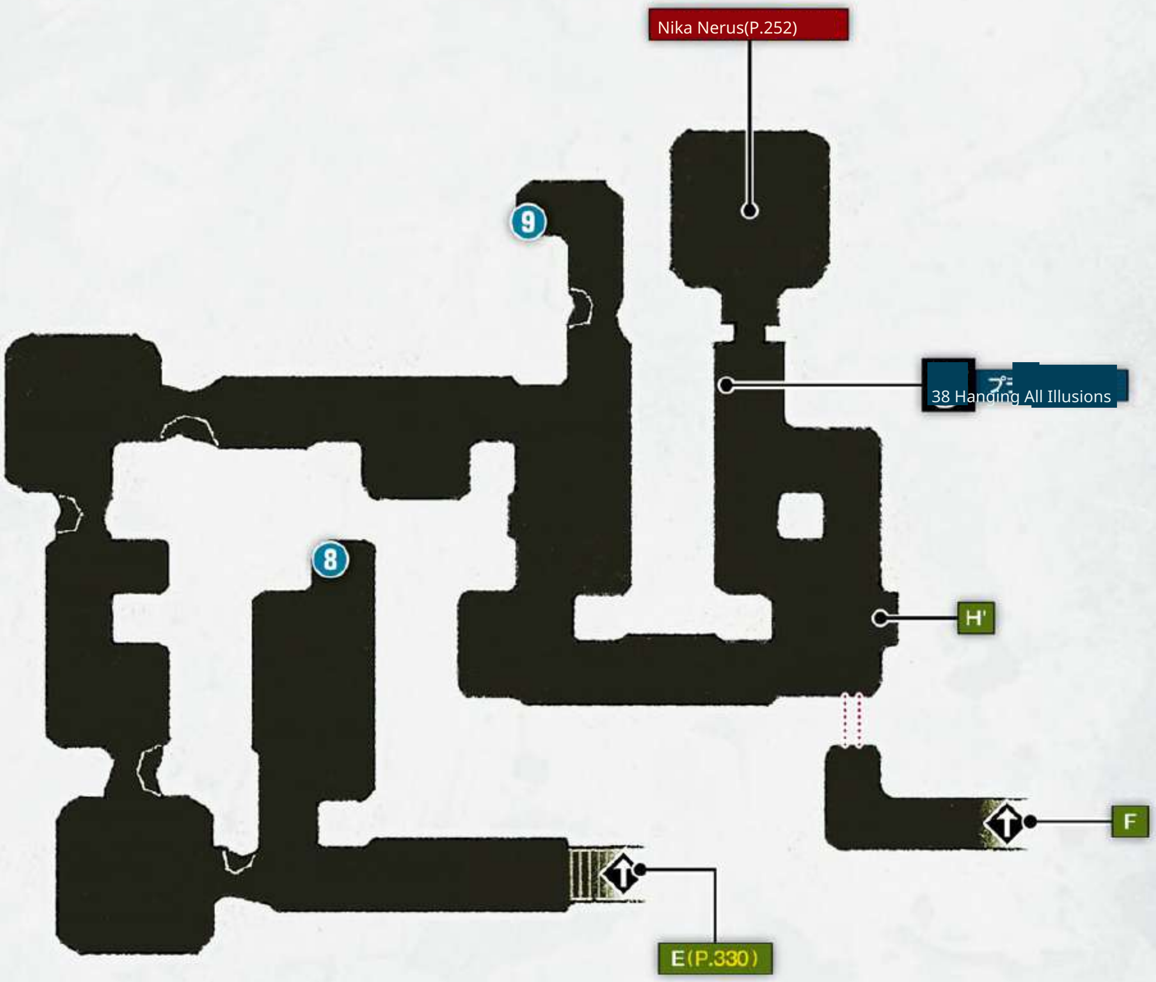
Gathering Point

Items
① Magical Injection
② Marnova Hardwood
③ Azure Morning Dew
④ Corn Stalk
⑤ Golden Insect

1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORY N GLIDE
4 FIELD.nMAP
5 DATA FILE
Map Survey
Circle Sign







Gathering Point

Items
6 Golden Insect
7 Corn Stalk
● White Mask of the Magician
9 苔むした古着

Spire Of Blind Faith

DUNGEON

Tower of Blind Faith

④ Appearance Work 31 (※1)

Vesp
P.432

LV 19 HP 398
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Weak
No Weakness

Noble Skelet · Spear
P.434

LV 25 HP 442
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Res Res Weak · Null — — 弱

Noble Skelet Sword
P.434

LV 25 HP 465
Slash Pierce Blunt Fire Ice Lightning Wind Light
Res Res Weak- -Null Weak

Raptor Korbo
P.456

LV 28 HP 579
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— 弱 — — — 無 — — —

Hidden Treasure Imitecs
P.450

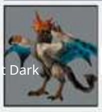
LV 33 HP 3000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Res

Golden Elmenta
Page 437

LV 38 HP 3000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — Resist Weak —

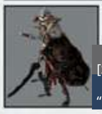
Mad Bird Corvo
P.448

LV 44 HP 846
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
[W — — — — — — None

Cocasados
P.438

LV 46 HP 4000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— Weak — — — 無 — —

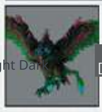
Leoglyph
P.459

LV 46 HP 4500
Slash Pierce Blunt Fire Ice Lightning Wind Light Pavilion
Weak — — — — Reflect Resist

Summoned Knight Skelet
P.444

LV 50 HP 2000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Endure Endure Weak One None None One 耐 Weak and

Senkotsu Magireto
P.446

LV 50 HP 3500
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
- Resist Weak — Neutral None Reflect —

Mad Bird Corvosta
P.448

LV 57 HP 1092
Eaves Pierce Smash Fire Ice Lightning Wind
— 弱 — — — — 反 — —

Obsilhas
P.432

LV 64 HP 1300
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
— — — None Weak — — 耐

Kokasadorus
P.438

LV 64 HP 6500
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
· Weak — Weak Reflect — — — Reflect

Dead Treasure Imitezoro
P.443

LV 65 HP 6000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Resist

Heretic Knight Bow
P.449

LV 67 HP 1200
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Resist Resist Weak. — 無 — 弱 耐

Heretic Knight Spear
P.448

LV 67 HP 1320
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Resist Resist Weak "None · Weak Resist

Heretic Knight Sword
P.448

LV 67 HP 1440
Slash Pierce Strike Fire Ice Electric Wind Light Dark
Resist Resist Weak Null - Weak Resist

Taku · Son alone
P.455

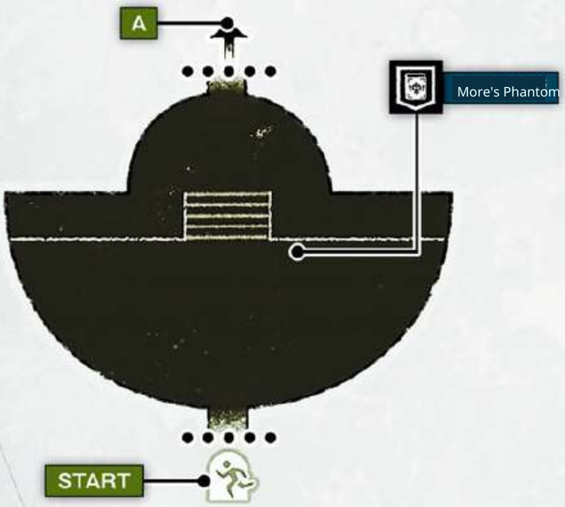
LV 73 HP 10000
Slash Pierce Strike Fire Ice Electric Wind Light 闇
Weak Repel Resist Resist Resist Resist Resist

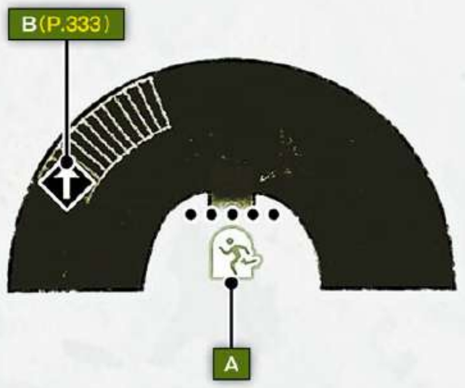
Leogron
P.459

LV 55 HP 5500
Slash Pierce Strike Fire Ice Electric Wind Light 闇
Weak Neutral Weak Absorb Neutral Repel Resist

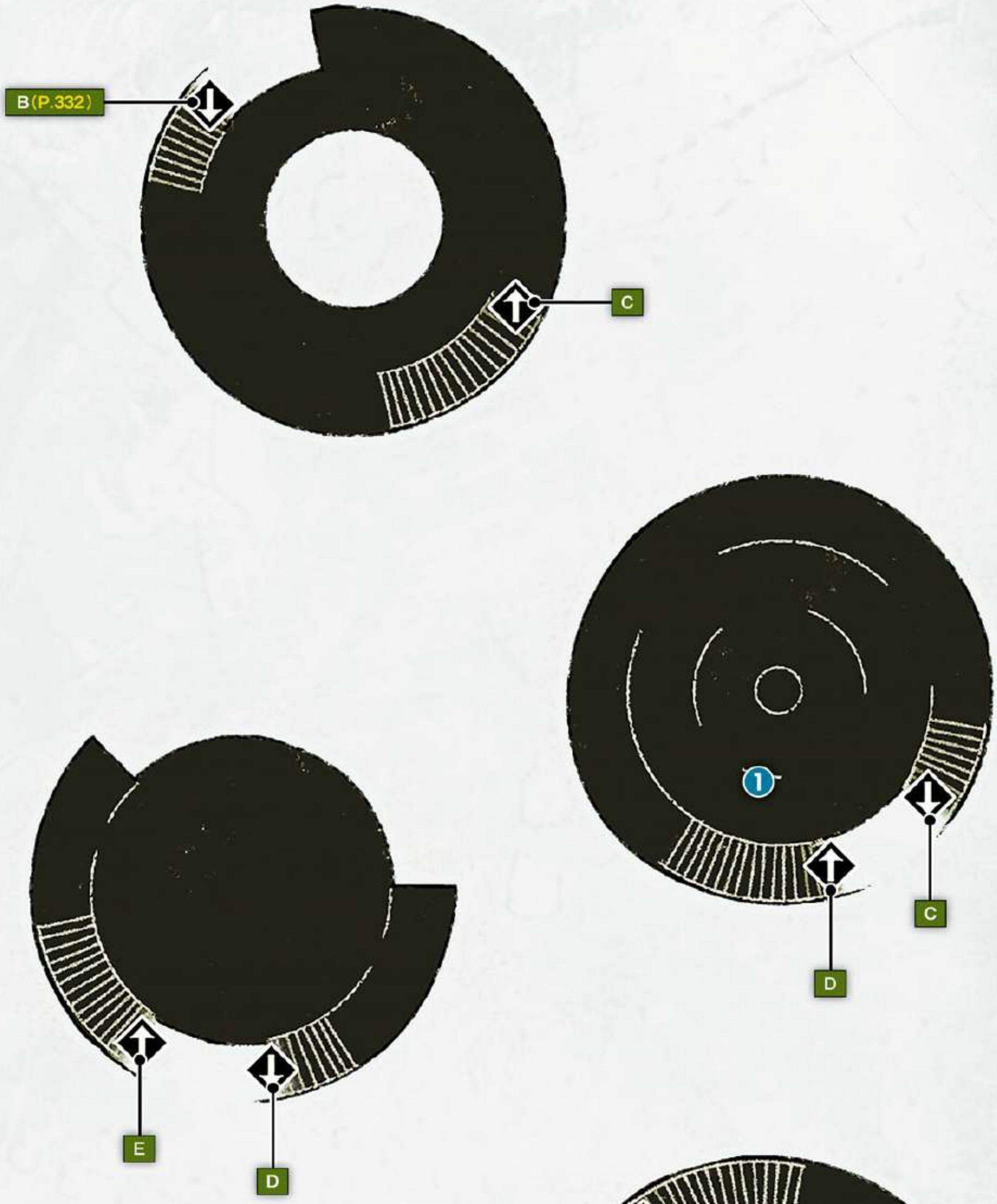
The One Who Consumes Scorching Heat
P.471

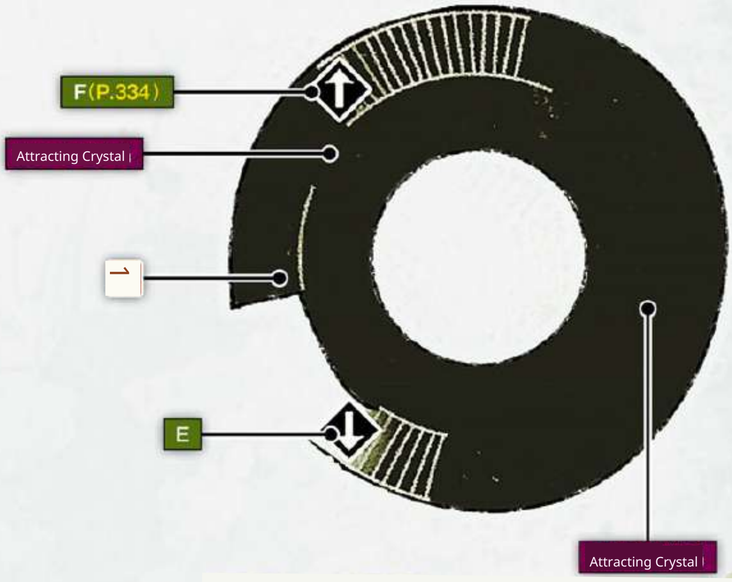
LV 70 HP 25000
Slash Pierce Strike Fire Ice Electric Wind Light 闇
— — — 吸 — — — — —





*1: The enemies that appear vary depending on the completion status of the quests "Defeat the Vengeance of the Reckless Researcher" and "The Graves of Heroes"



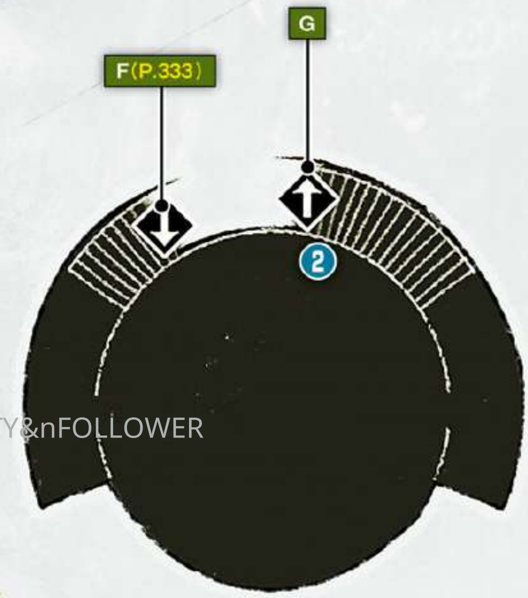


Gathering Point

Items
① Dragon God's Sacred Water

④ Treasure Chest

Items
1 Watasumi's Spear

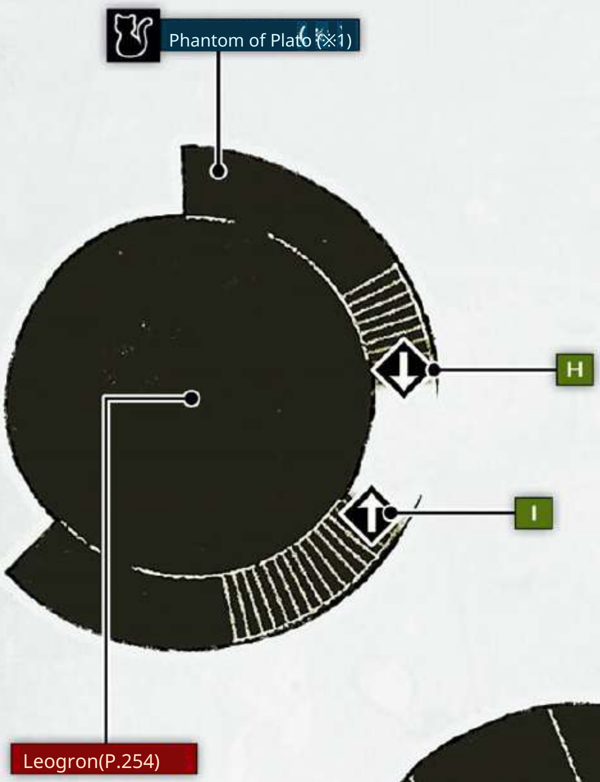


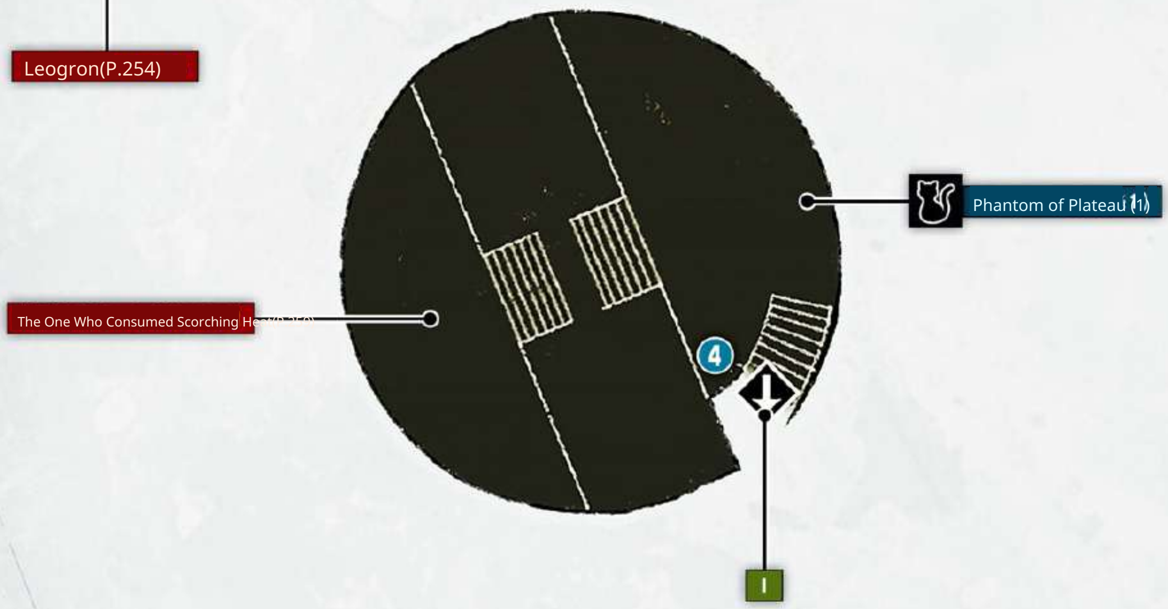
Collection Point

Item
② Golden Beetle
③ Sacred Sake Dew
④ Celestial Abacus

Treasure Chest

Items
2 Yoichi's Bow





*1: The location of Plato's Phantom changes depending on the completion status of the quests "Defeat the Vengeance of the Reckless Researcher" and "Hero's Graveyard".

ALTABURY HEIGHTS

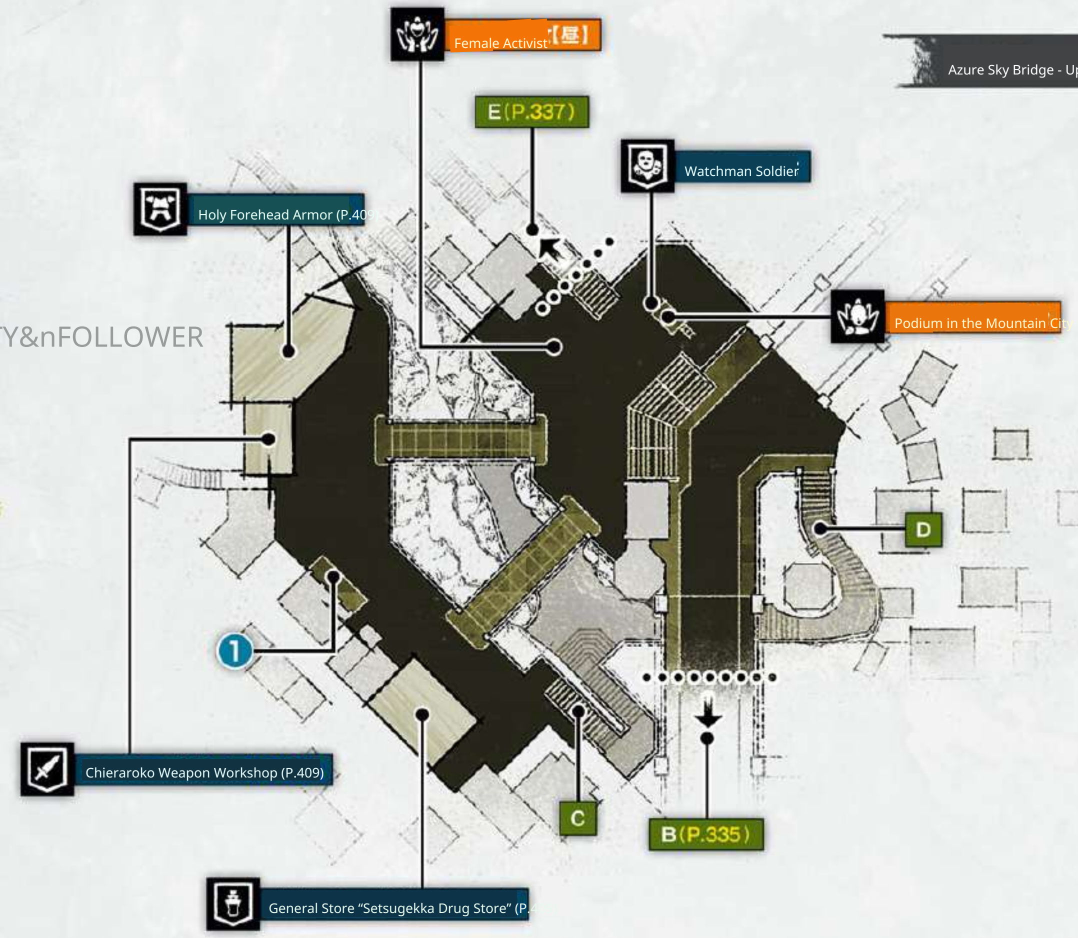
TOWN

Mountain City Altaberry

Gathering Point

Items
● Golden Bug

Azure Sky Bridge - Upper Level



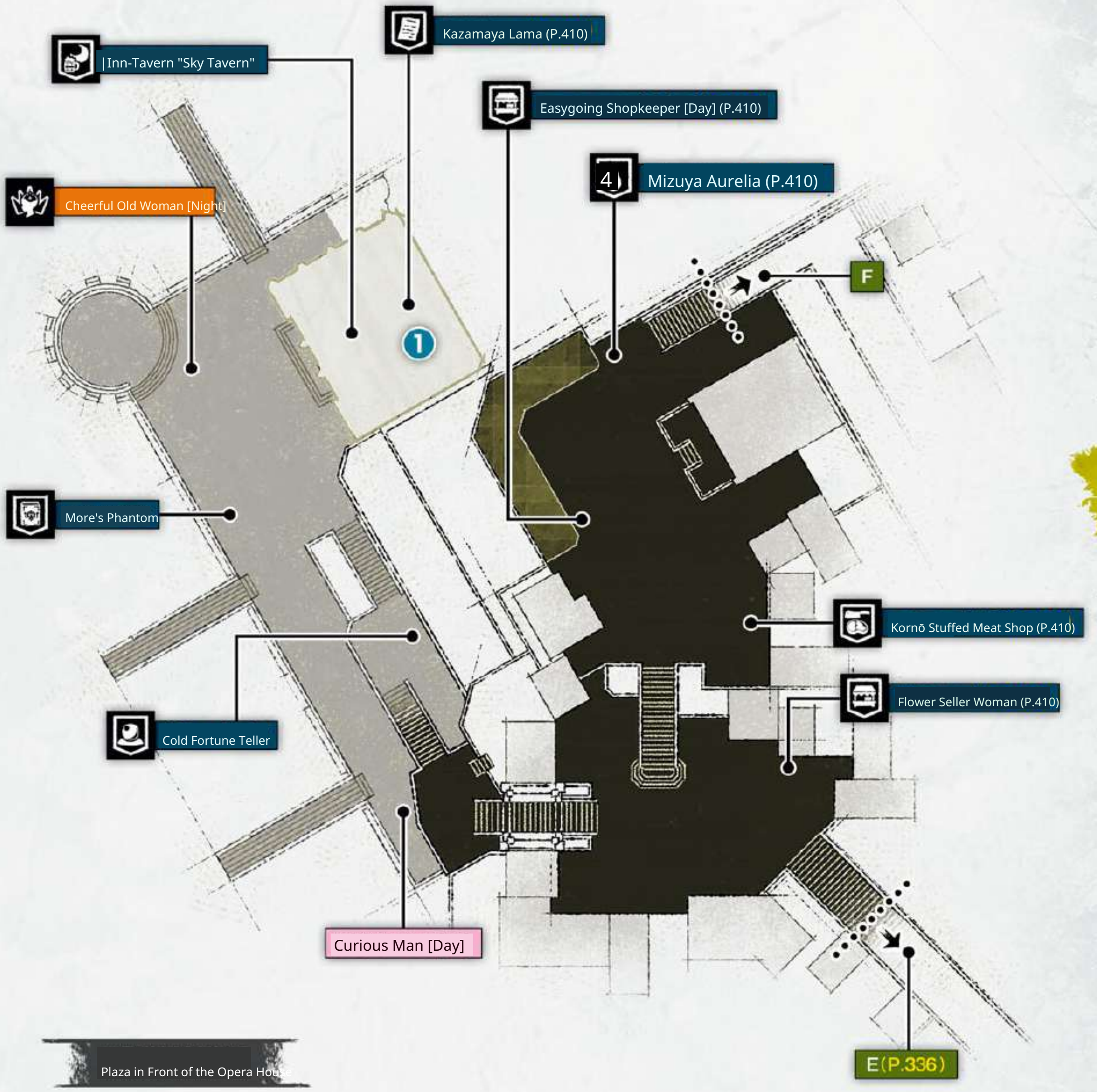
Azure Sky Bridge - Lower Level

Gathering Point

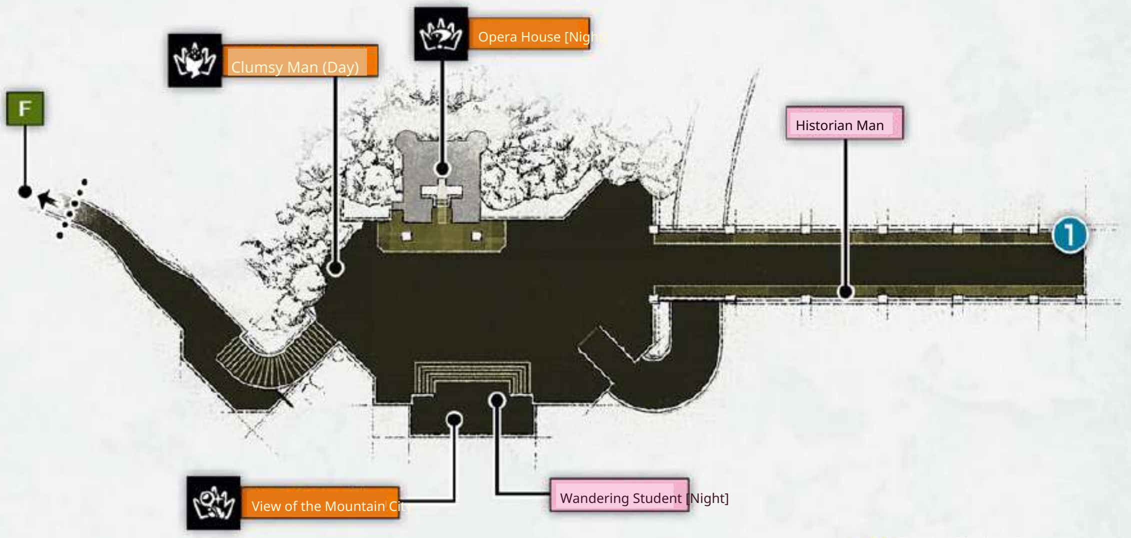
Items
① Golden Beetle
② Golden Beetle(※1)

*1: Can be obtained by examining the pot in the foreground

Dia Franco Street



Plaza in Front of the Opera House



Gathering Point

	Items
1	Golden Bug

MONTARIO OPERA HOUSE

DUNGEON

Montario Festival Opera House

Appearing Enemies

Infernal Guard Dog Diabundo P.439

LV 20 HP 362

Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Weak	Weak	—	—	—	—

Quval P.437

LV 47 HP 1020

Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	弱	無	—	—	—	—

Monk Corps · Spearman P.446

LV 48 HP 900

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
Res	Res	Res	Weak	Weak	—	—	—	—

Monk Corps · Mage Soldier P.447

LV 48 HP 900

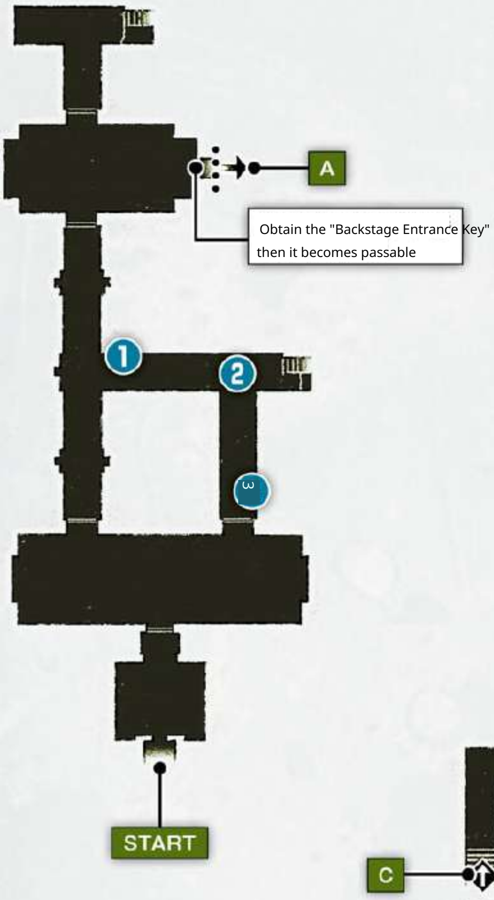
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
Weak	Weak	Resist	Resist	Resist	Resist	Resist		

Louis Guyavern P.467

LV 55 HP 14000

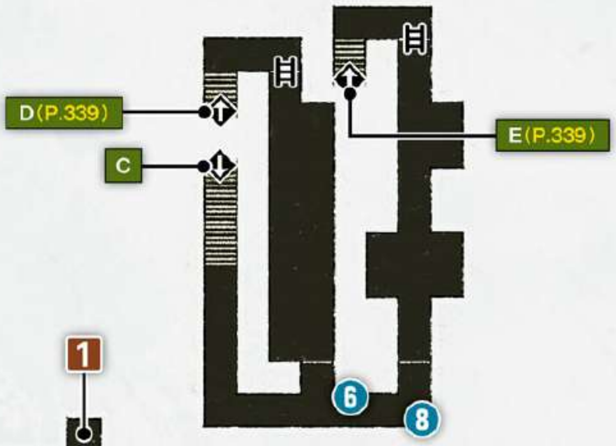
Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	—	—

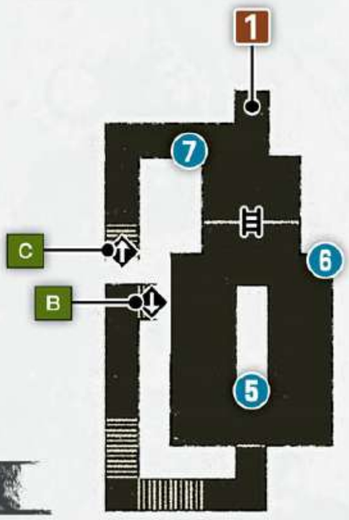
Dressing Room Corridor



Canopy Passage (1)

Canopy Passage (2)





Canopy Passage (3)

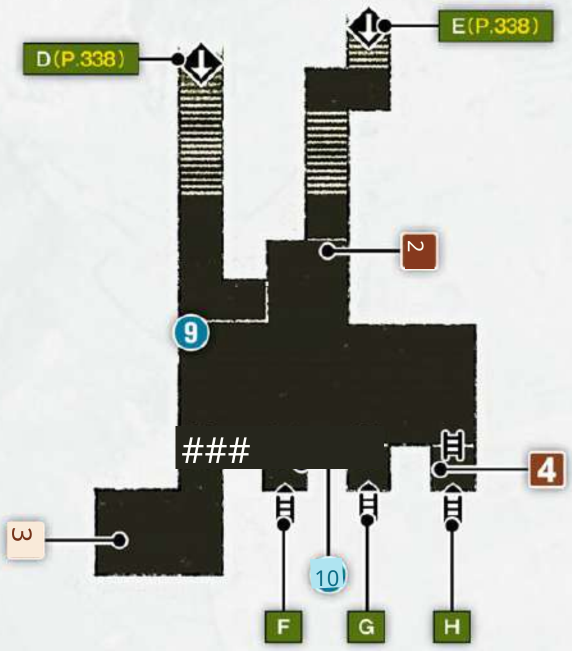
Gathering Point

Items
① Leather Cord
② Gold False Tooth
3 Sterling Silver Necklace
④ Euchronia Gold Coin
⑤ Calendula Glass
⑥ Altaberry Woven Cloth
7 Crystalline Weapon
⑧ Tank White Mask

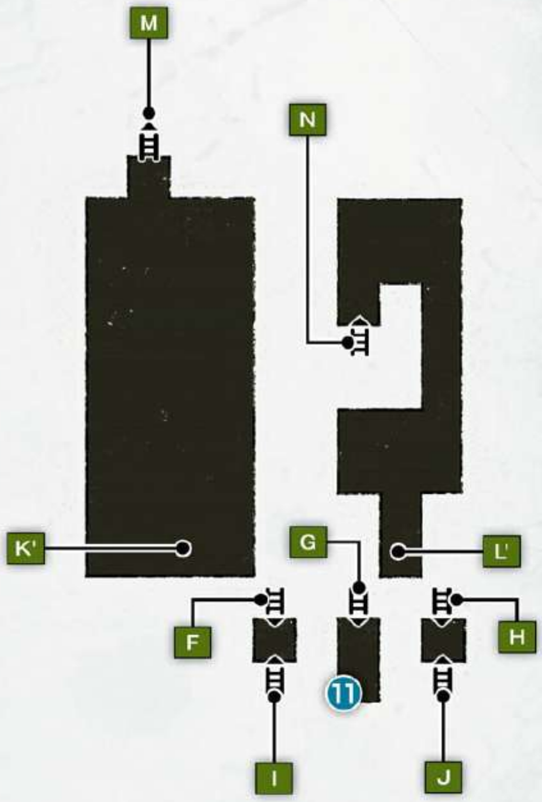
② Treasure Chest

Items
1 Emerald

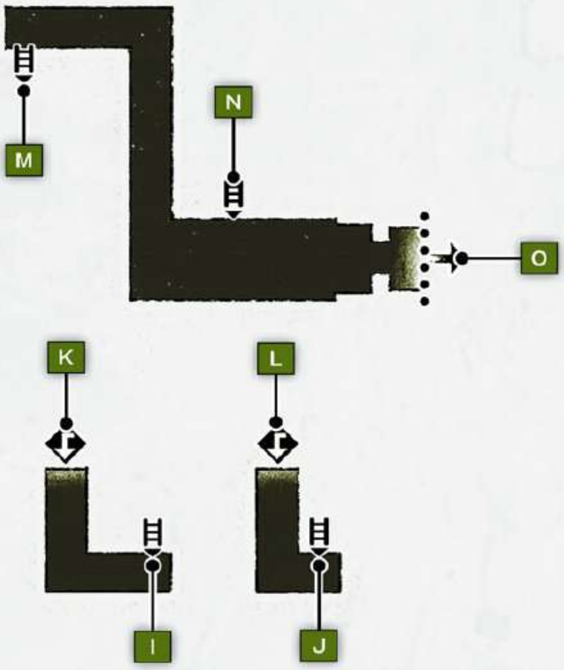
Canopy Passage (4)



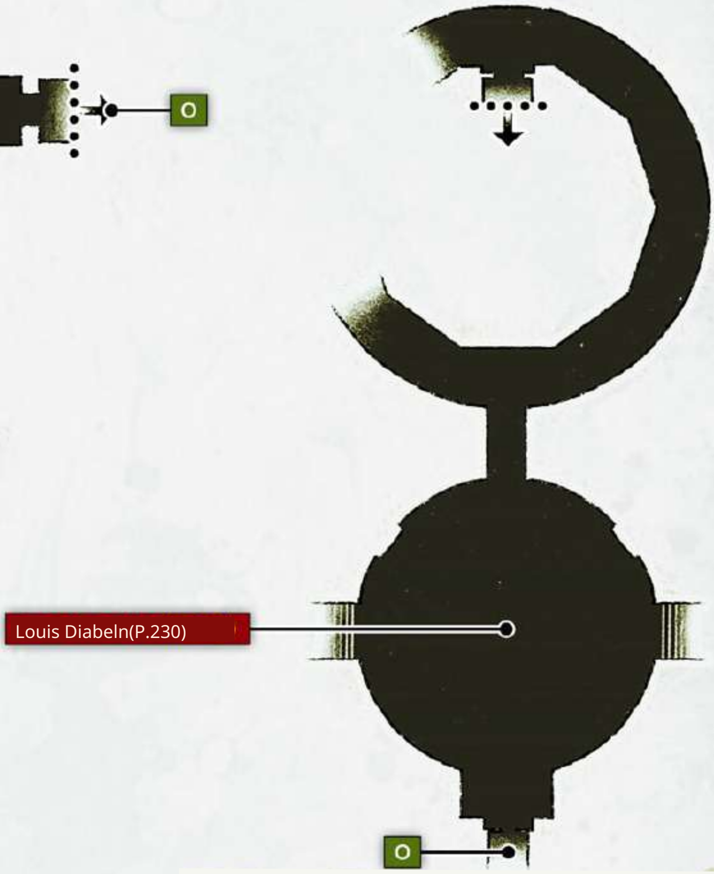
Canopy Passage (5)



Canopy Passage (6)



Theater Rooftop



Gathering Point

Items
● First Aid Medicine
⑩ Destruction Hammer
11 Fragrance of Demon

④ Treasure Chest

Items
Figure: Portable hand warmer
3 Opera Cape
4 Diamond

Everfrost Forest

DUNGEON

Everwater Forest

Appearing Enemies

Snow Wolf Ulhas — P.446 Quva...s
LV 35 HP 652
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — 弱 — — — — —

[redacted] — P.437
LV 47 HP 1020 [redacted]
Slash Pierce Crush Fire Ice Lightning Wind Light Darkness
— — — 弱 無 — — — —

Luminous Butterfly Papilmas — P.456
LV 48 HP 777
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak One Reflect Reflect Reflect Weak Reflect Weak

Snow Insect Valmo — P.457
LV 49 HP 1350
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak Absorb

Arento · Cold-Region Species — P.431
LV 50 HP 3000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak Reflect Resist Resist Resist Resist

Light Elmenta — P.449
LV 50 HP 3500
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Resist Weak

Montario Army Spearman — P.456
LV 54 HP 5000 [redacted]
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Resist Weak Absorb Absorb

Ice Beast Kimenzaan — P.450
LV 56 HP 5500
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak Absorb Null Weak

Gathering Point

Items
① Golden Beetle
② The White Mask of Fortitude
3 Spirit Bird Talisman
④ Heavenly Dragon Sacred Water
⑤ Ancient God Fang Sword
⑥ Emerald

Treasure Chest

Items
1 Rock with a Handle

1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORYnGLIDE
4 FIELD MAP
5 DATA FILE

Map survey

Permafrost Forest

TOWER OF INSOLENCE

DUNGEON

[redacted]

Tower of Arrogance

④ Appearance Work 31 (※1)

Lamenting Spectre — P.448 Guptaurs

LV 35 HP 500

Slash Pierce Crush Fire Ice Lightning Wind Light Dark

Res Res Res Weak Absorb One Absorb Weak

[redacted] — P.437

LV 35 HP 2800

Slash Pierce Crush Fire Ice Lightning Wind Light Tower

-Weak One Resist Weak

Saiokuro — P.441

LV 45 HP 3500

| Slash Pierce Crush Fire Ice Lightning Wind Light Tower |

— 弱 — — — Absorb Weak —

Saiocropos — P.441

LV 50 HP 3500

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— 弱 — — — 吸 弱 — —

Light Elmenta — P.449

LV 50 HP 3500

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — — — — — ·Resist Weak

Guptauron — Page 437

LV 55 HP 3660

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— Weak 1 Null Weak — — — —

Obsilhas — P.432

LV 64 HP 1300

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

— — — Null Weak — — — 耐

Heretic Knight Bow — P.449

LV 67 HP 1200

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak — 無 — 弱 耐

Apostate Skelet · Spear — P.448

LV 67 HP 1320

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak Null Weak Resist

Heretic, yet Ku-to·Sword — P.448

LV 67 HP 1440

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Resist Resist Weak 1 1 Null 1 Weak 耐

Taku·Erziyi — P.455

LV 73 HP 10000

Slash Pierce Strike Fire Ice Electric Wind Light Dark

Weak 1 1 Repel Resist Resist Resist Resist 耐

Geoclopse — P.442

LV 58 HP 5000

Slash Pierce Bash Fire Ice Thunder Wind Light Dark

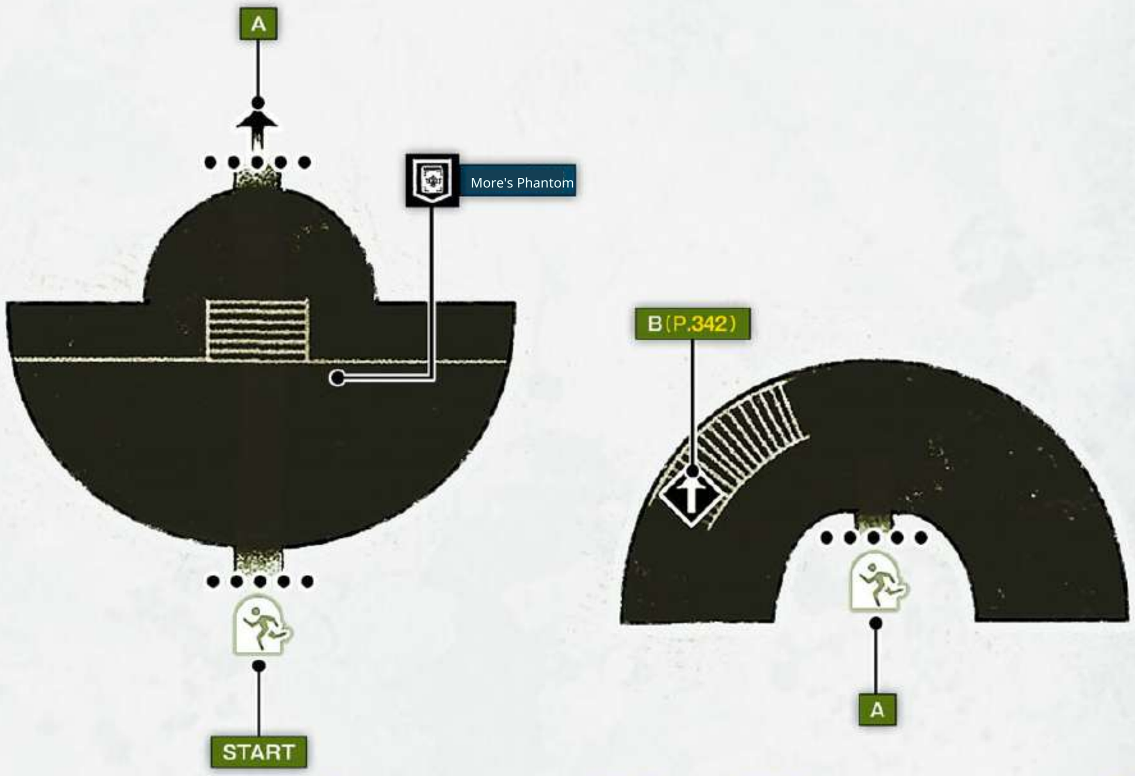
Weak to one — absorbed by one, weak to one — —

One who has consumed the poison of the stars — P.471

LV 70 HP 20000

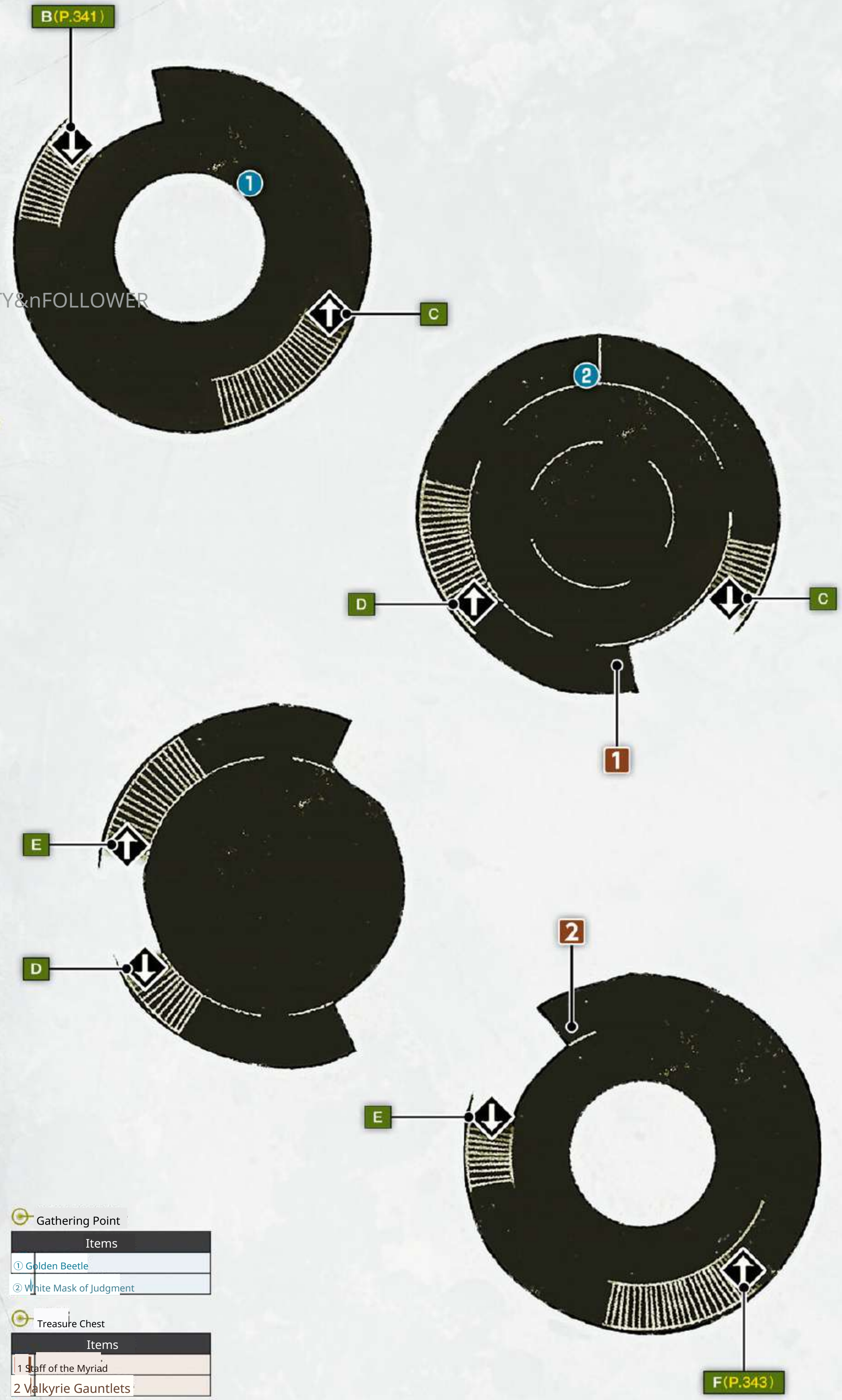
Slash Pierce Bash Fire Ice Thunder Wind Light Dark

Reflect Reflect Reflect Reflect Reflect Reflect Reflect Reflect Reflect



※1: The appearing enemies will change depending on the completion status of the quests "Defeat the One Lurking in the Insolent Tower" and "The Legacy of the Previous World"

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORYnGRUNE
4 FIELDnMAP
5 DATA FILE
Map survey
Tower of Arrogance

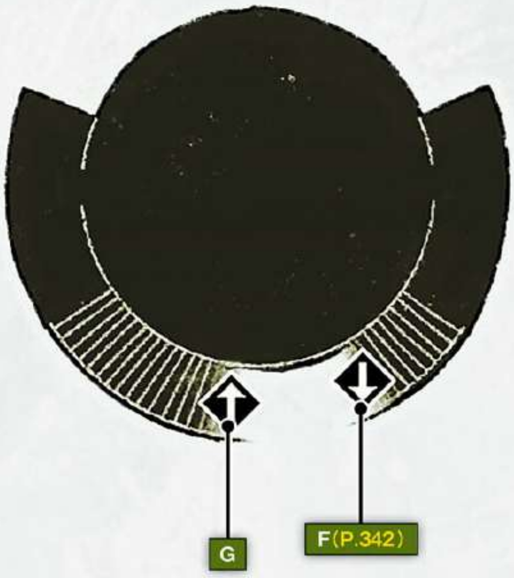


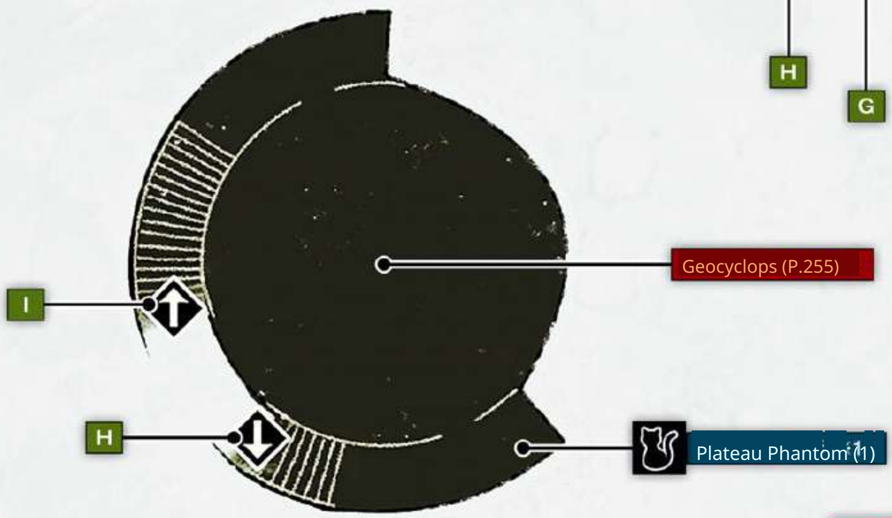
Gathering Point

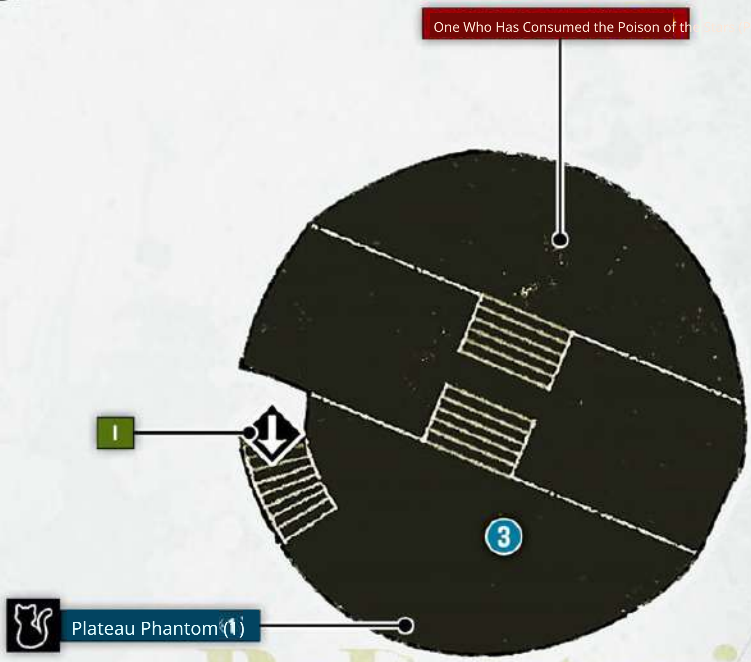
Items
① Golden Beetle
② White Mask of Judgment

Treasure Chest

Items
1 Staff of the Myriad
2 Valkyrie Gauntlets







Gathering Point

Items
3 Angel's Talisman

*1: The appearance of the Attraction Crystal and the location of the Plateau Phantom vary depending on your progress in the quests "Defeat the Being Dwelling in the Tower of Arrogance" and "Legacy of the Previous W

M. VOLCANO

Mt. Vulkano

DUNGEON

Appearing Enemies

Bloodsucking Gelatenos P.435
LV 20 HP 355 [redacted]
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
Immune Immune Immune — — —

Giant Blood-Sucking Gelatenos P. [redacted]
436n LV 23 HP 1550 [redacted]
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Immune Immune Immune Absorb Weak Weak

Wrath Spect P.451
LV 50 HP 900
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
反 反 反 Absorb Weak -Weak —

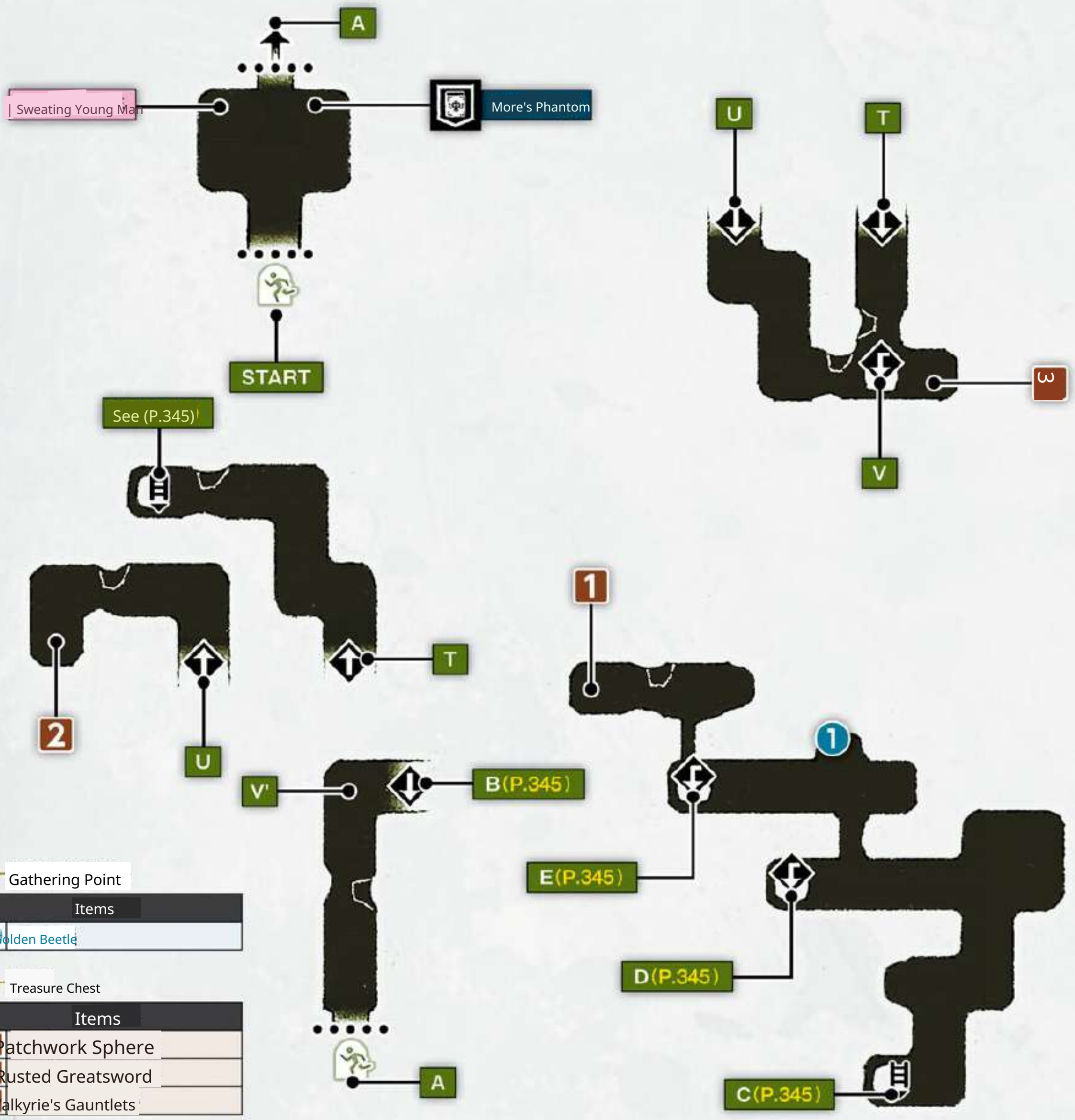
Giant Moth Nokurumos Page 436
LV 54 HP 981
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — Repel Weak Weak — —

Dark Elementa P.457
LV 55 HP 4500
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Resist

Skull Gelatenos P.447
LV 56 HP 1000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Null Null Null Absorb 55 Weak Repel

Magma Manjura P.457
LV 64 HP 9500
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Resist Resist Weak Repel Weak — — 反

Mad Priest Hyperic P.468
LV 65 HP 12000
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — — —

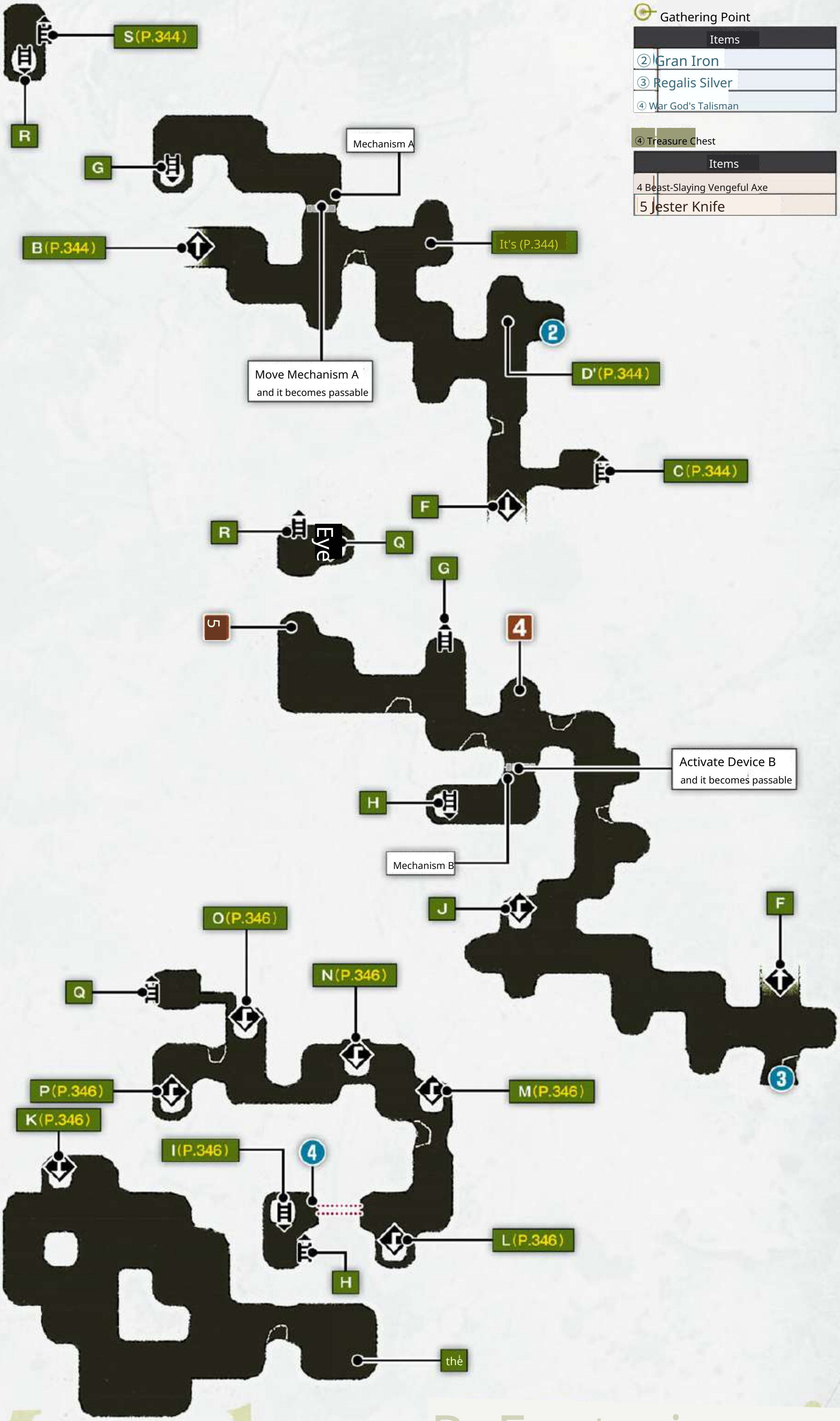


Gathering Point

Items
① Golden Beetle

Treasure Chest

Items
1 Patchwork Sphere
2 Rusted Greatsword
3 Valkyrie's Gauntlets

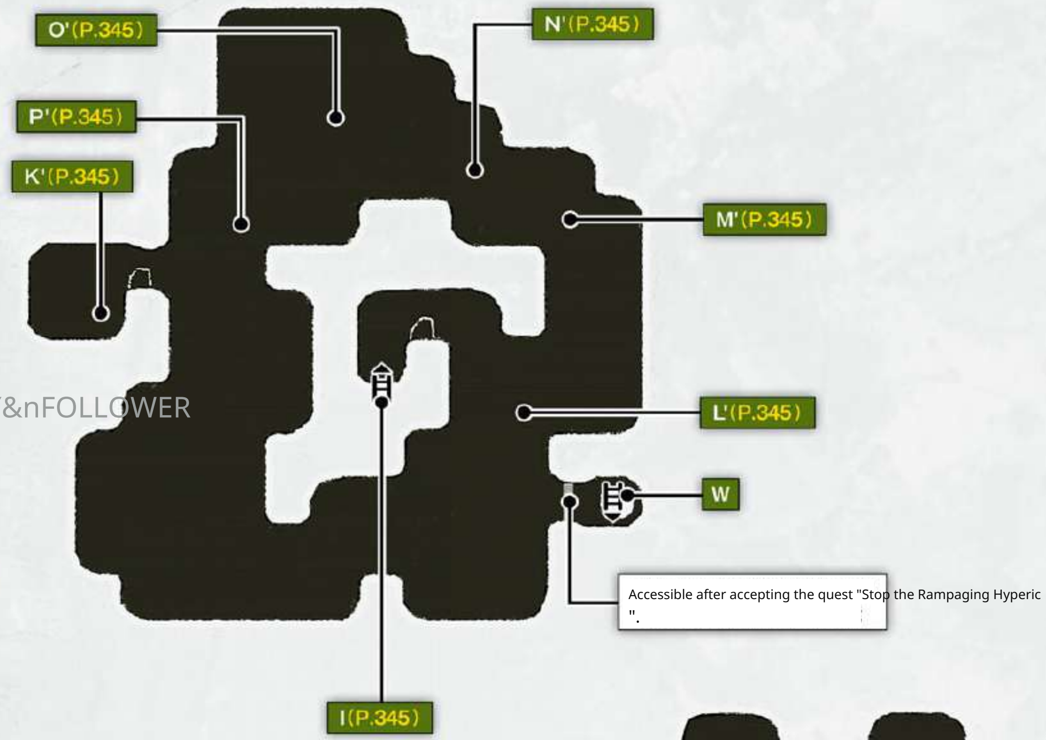


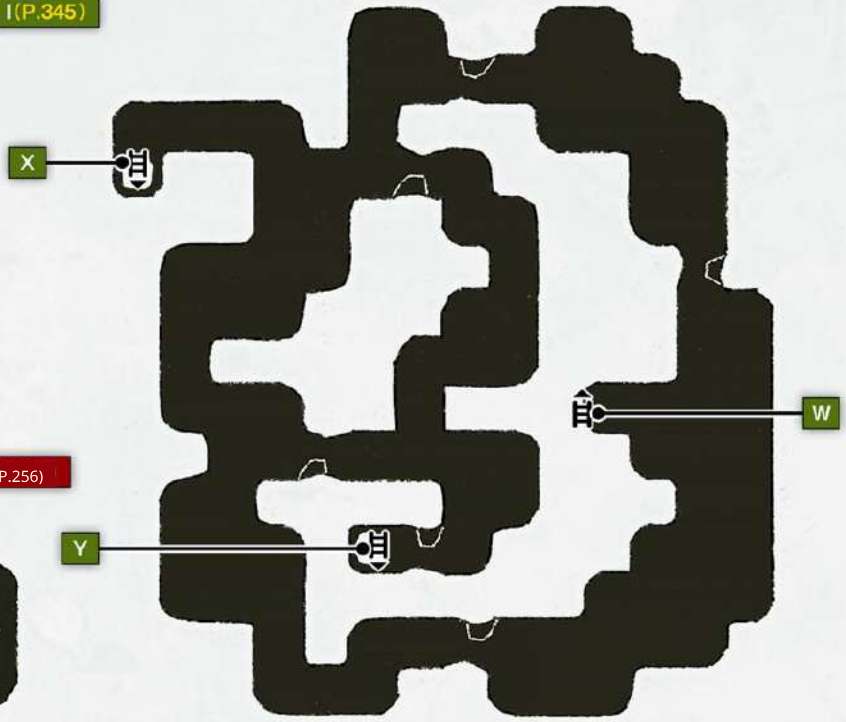
Gathering Point

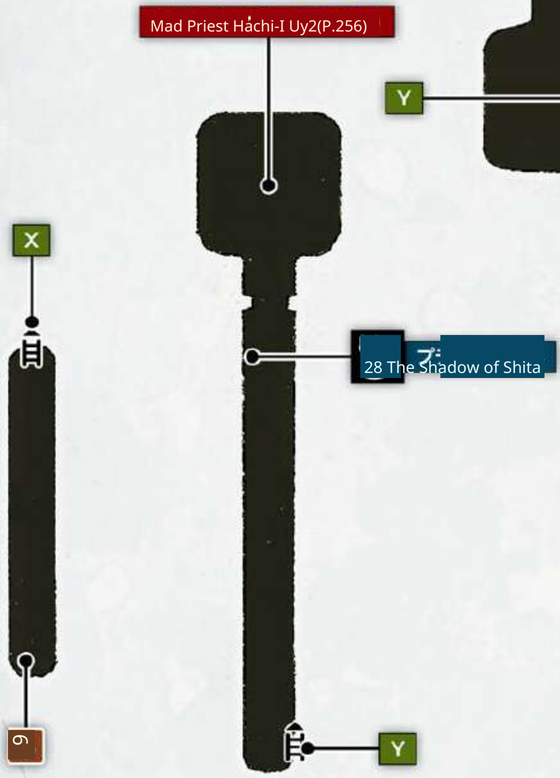
Items
② Gran Iron
③ Regalis Silver
④ War God's Talisman

④ Treasure Chest

Items
4 Beast-Slaying Vengeful Axe
5 Jester Knife







①-Treasure Chest

	Items
6	Ancient God's Fire Sword

ANCIENT ELDAN SANCTUM

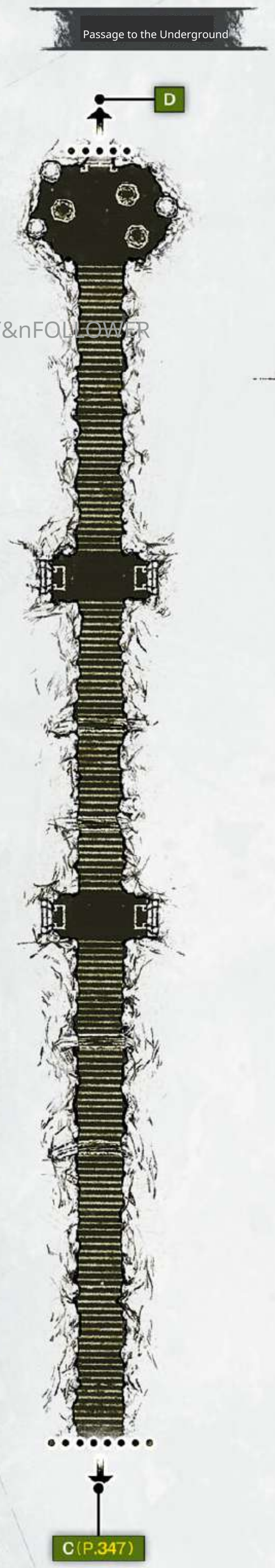
TOWN

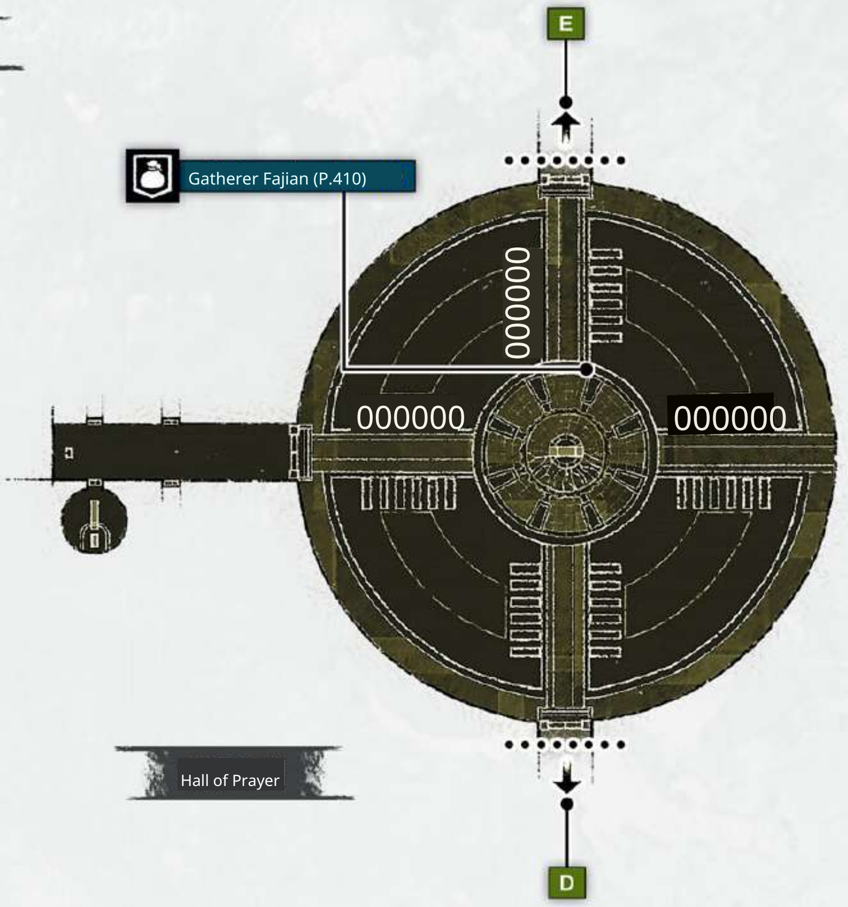
The Eldan Ancient Faerie Land

C (P.348)

Gathering Point

Items
1 Golden Bug


Passage to the Underground
D
C (P.347)


Gatherer Fajian (P.410)
E
000000
000000
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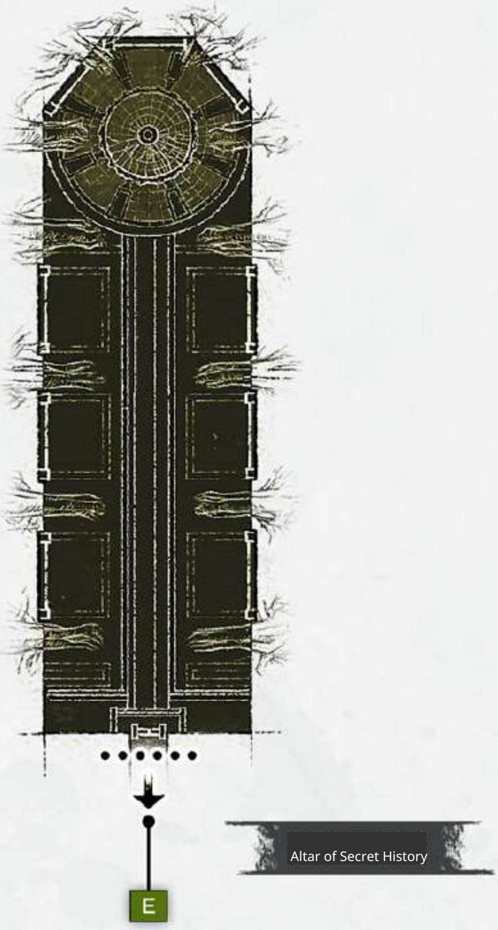
Hall of Prayer
D


E
Altar of Secret History

ABANDONED PATH

DUNGEON

Abandoned Road

← Appearing Enemies

Papilga P.449 Wrath Specter

LV 37 HP 655

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
Weak	One	Repel	Resist	Resist	Weak	Repel	Weak	

[redacted] P.451

LV 50 HP 900

Slash	Pierce	Strike	Fire	Ice	Thunder	Wind	Light	Dark
Repel	Repel	Repel	Absorb	Weak	Weak	—		

Reginovespu P.459

LV 53 HP 1032

Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	弱	—	---	Reflect	Weak	-	—	

Dark Elementa P.457

LV 55 HP 4500

Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	弱	耐

Rigopetia P.458

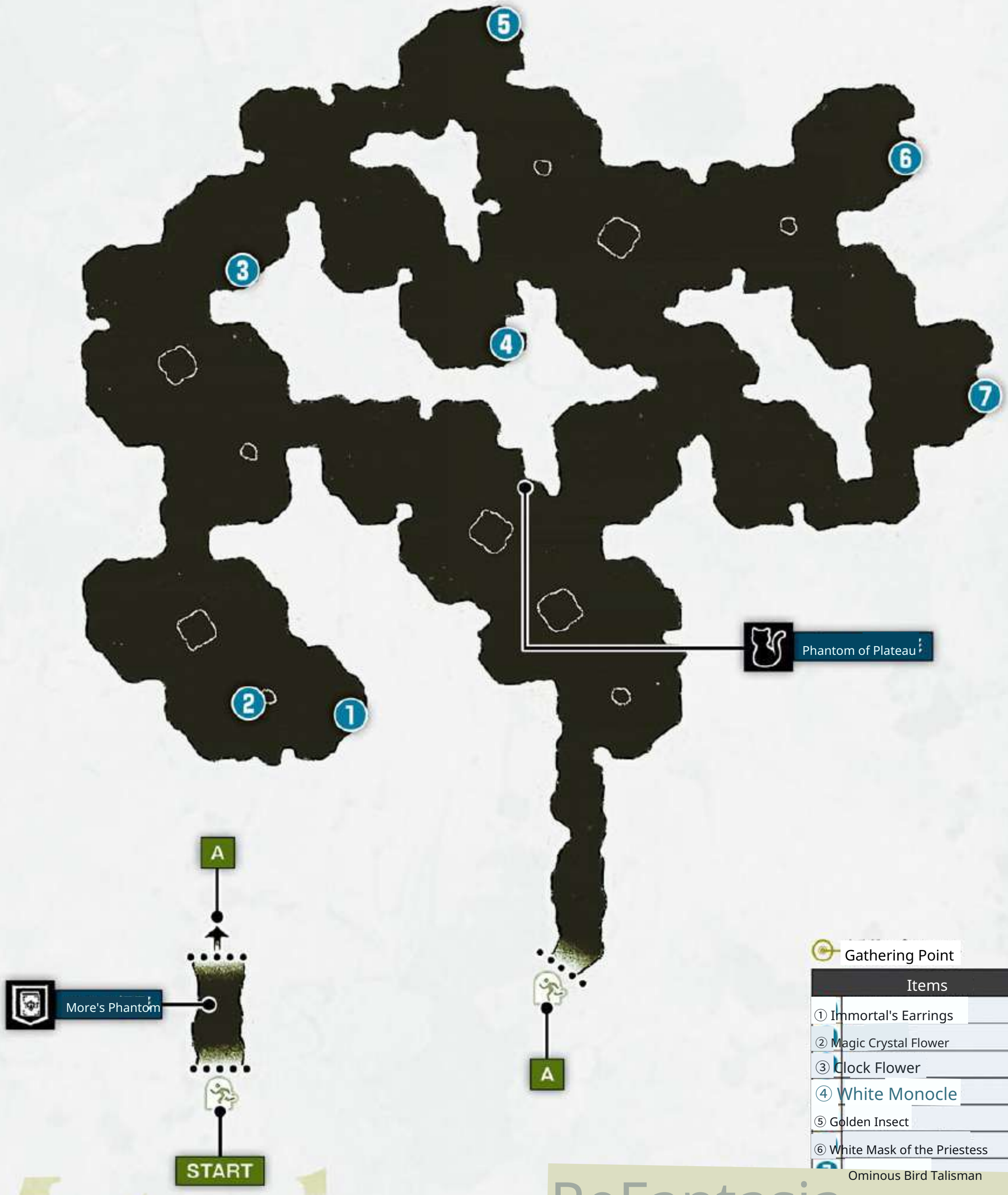
LV 59 HP 3800

Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Resist	Weak	Null		—	—

Oldemos P.433

LV 63 HP 8500

Slash	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
Resist	Resist	Resist	—	—	Reflect		Weak	



Gathering Point

Items
① Immortal's Earrings
② Magic Crystal Flower
③ Clock Flower
④ White Monocle
⑤ Golden Insect
⑥ White Mask of the Priestess
⑦ Ominous Bird Talisman

ReFantasia

Metaphor: OFFICIAL PERFECT GUIDE

MANOR OF THE ASCENDANT

DUNGEON

Mansion of the Celestial People

Appearing Enemies

Gangafro P.434
LV 23 HP 450

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	弱	無	耐	—	—	—

Canibafro P.433
LV 29 HP 642

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Weak	Null	Resist	—	—	—

Ostfro P.432
LV 41 HP 988

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Weak	Null	Resist	—	Weak	Absorb

Luminous Butterfly Papilmas P.456
LV 48 HP 777

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	弱	—	Reflect	Reflect	Weak	反	Weak	

Potorupo Bluea P.452
LV 55 HP 888

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	—	Null	Resist	Reflect	Weak		—	—

Dark Elementa P.457
LV 55 HP 4500

Slash	Pierce	Crush	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	—	—	—	—	Weak	Resist

Mad Bird Corvosta P.435 Arena
LV 57 HP 1092

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	Weak	—	—	—	—	Area	—	—

Temperate Species P.431
LV 58 HP 3500

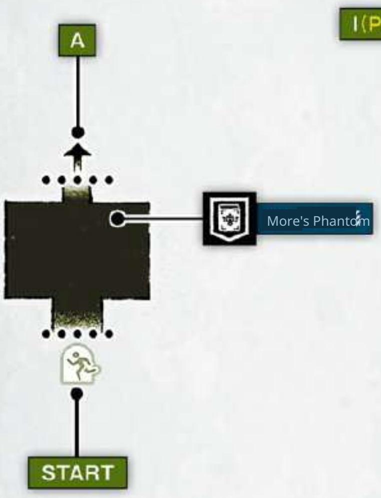
Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	—	—	Weak	Resist	Resist	Resist	Absorb	Resist

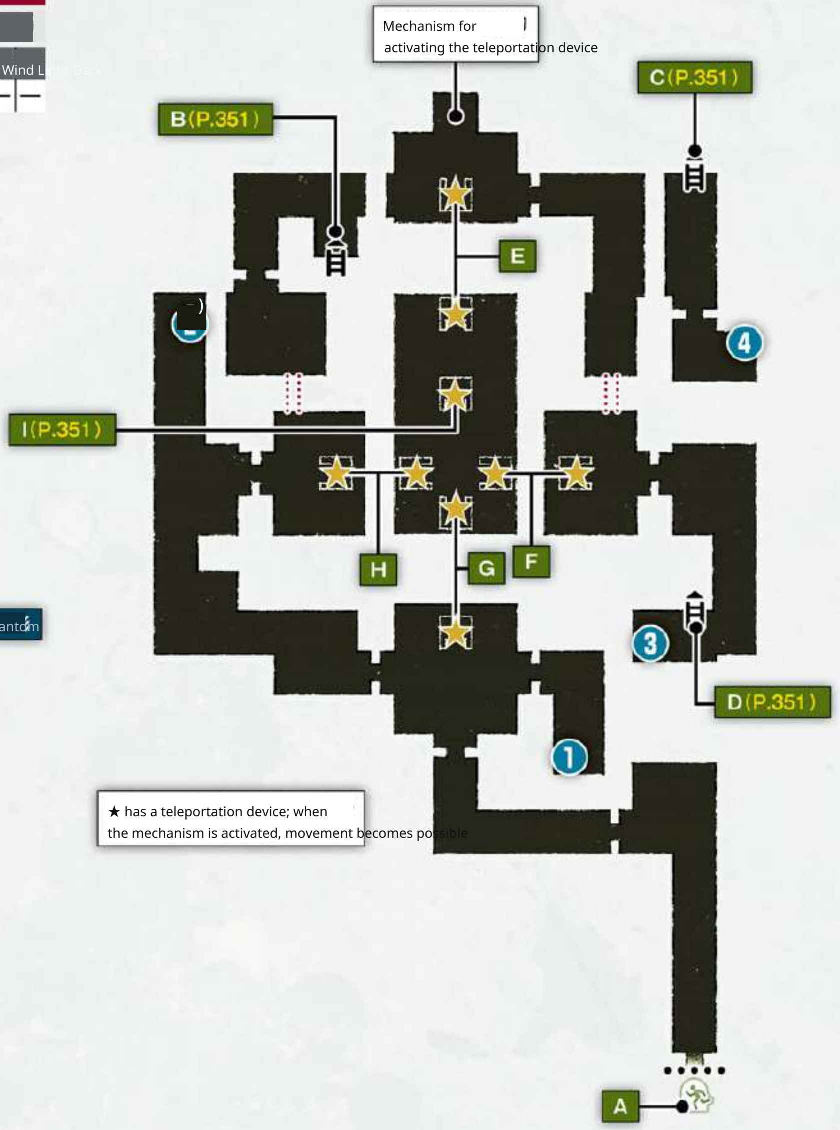
Kokasadorus P.438
LV 64 HP 6500

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	Weak	—	Weak	Reflect	—	—	—	Reflect

Kokamordos P.439
LV 67 HP 1500

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
—	Weak	—	Absorb	Weak	—	—	—	—





Gathering Point

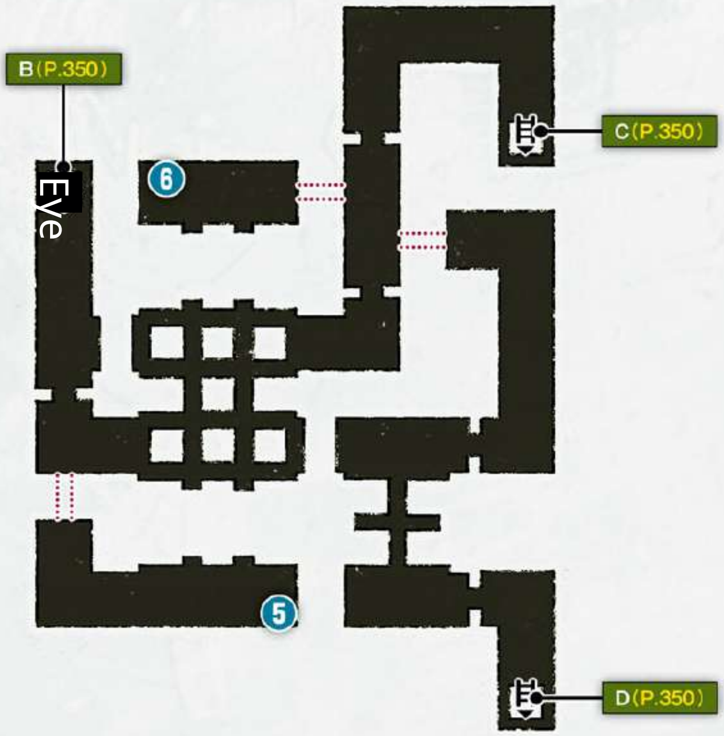
Items
① Magic Corrosion Staff Weapon
② Magic Injection
③ Graceful Holy Water x3
④ Ogre Woman's Talisman

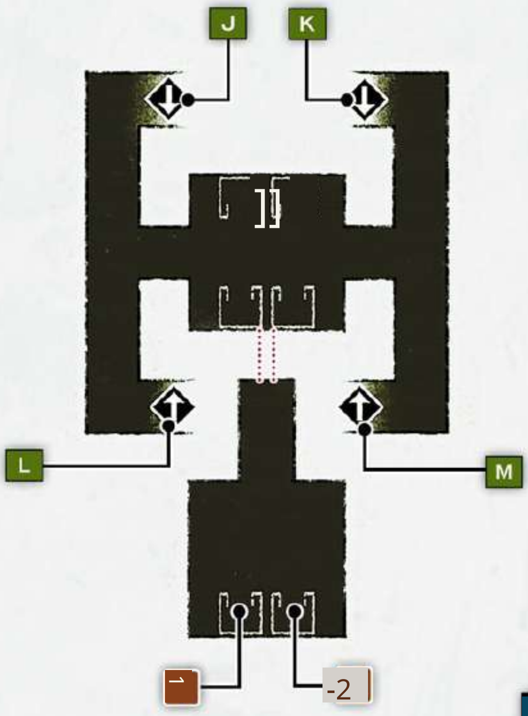
Collection Point

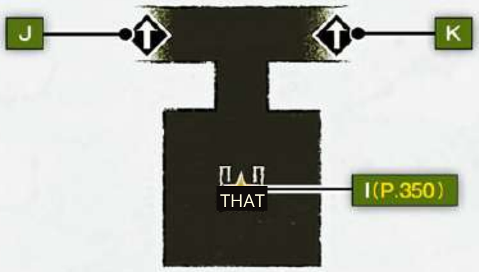
Item
⑤ Dragon Blood Resin
6 黄金蟲

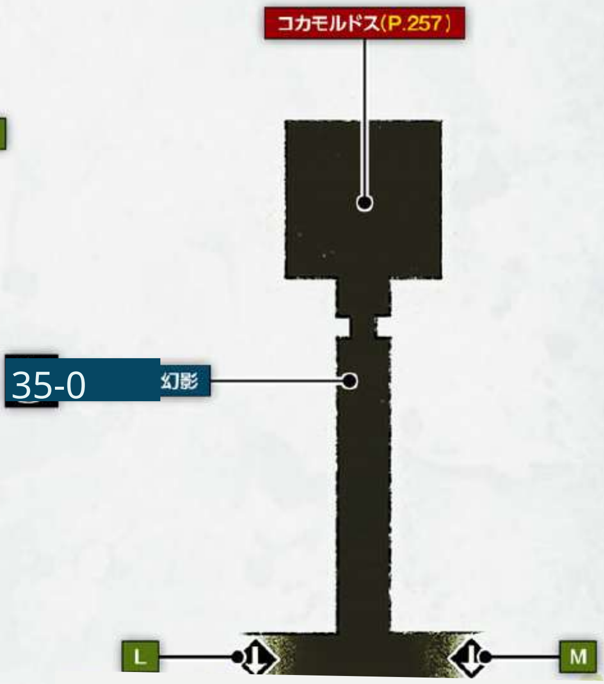
⑧ Treasure Chest

Items
1 Amabane 衣
2 Female Immortal 羅衣 扇









DISGRACED RUINS

DUNGEON

Unknown Ruins

Appearing Enemies

Hidden Treasure Imitecs P.450 Dark Elementa
LV 33 HP 3000
Slash Pierce Strike Fire Ice Electric Wind Light Dark
— — — — — — — 弱 耐

[Dark Elementa] P.457
LV 5 HP 4 0 [redacted]
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— — — — — — — 弱 耐

Bandit (1) P.441
LV 59 HP 1200
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Resist Resist Resist Weak Weak — — — 耐

Bandits (2) P.441
LV 59 HP 1200
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— Weak Weak Res Res — 耐

General Skelet · Bow P.444
LV 60 HP 1000
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Res Res Weak — — 無 — Weak Res

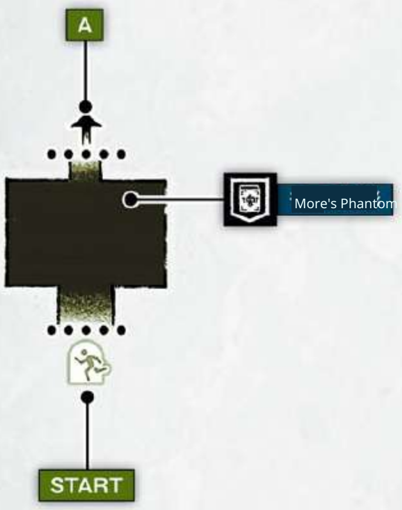
General Skelet · Spear P.444
LV 60 HP 1050
Slash Pierce Fire Ice Lightning Wind Light Dark
Res Res Weak Weak 無 Res

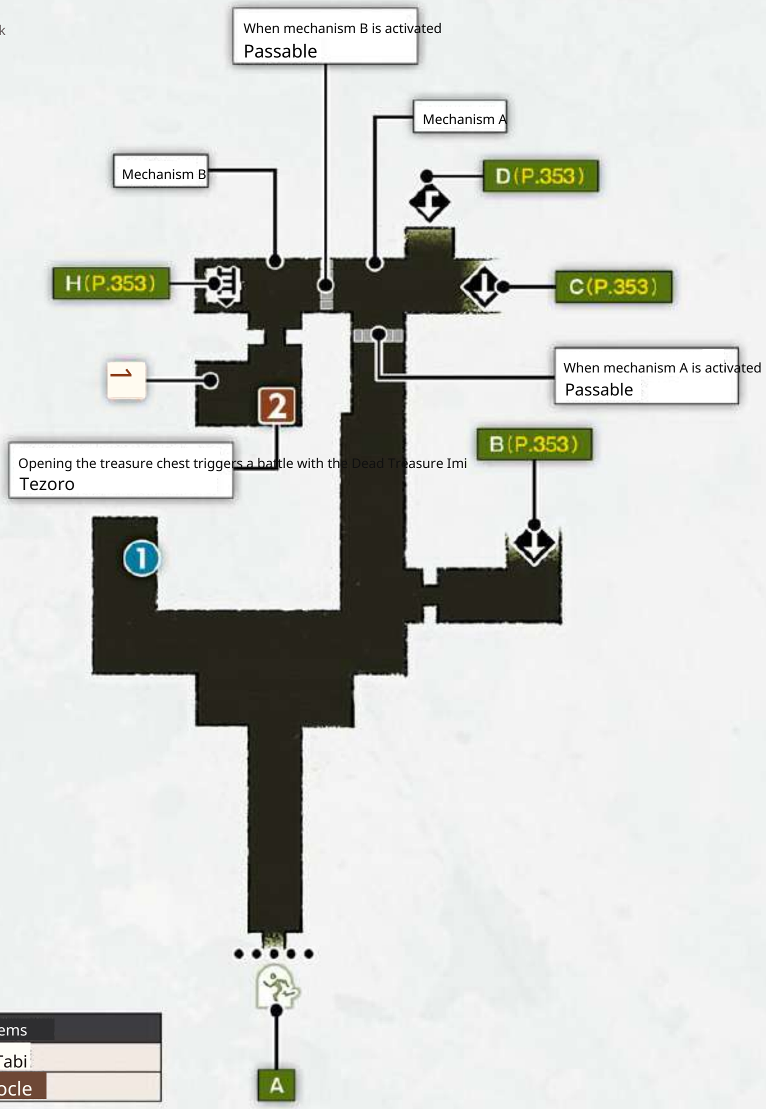
General Skelet · Sword P.444
LV 60 HP 1100
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Res Res Weak — — 無 — Weak Res

Dead Treasure Imitezoro P.443
LV 65 HP 6000
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Resist

Bandit Chief Sistas P.441
LV 67 HP 8000
Slash Pierce Crush Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Null

Homo Sandro P.453
LV 69 HP 8000
Slash Pierce Blunt Fire Ice Thunder Wind Light Dark
Resist Weak Resist —



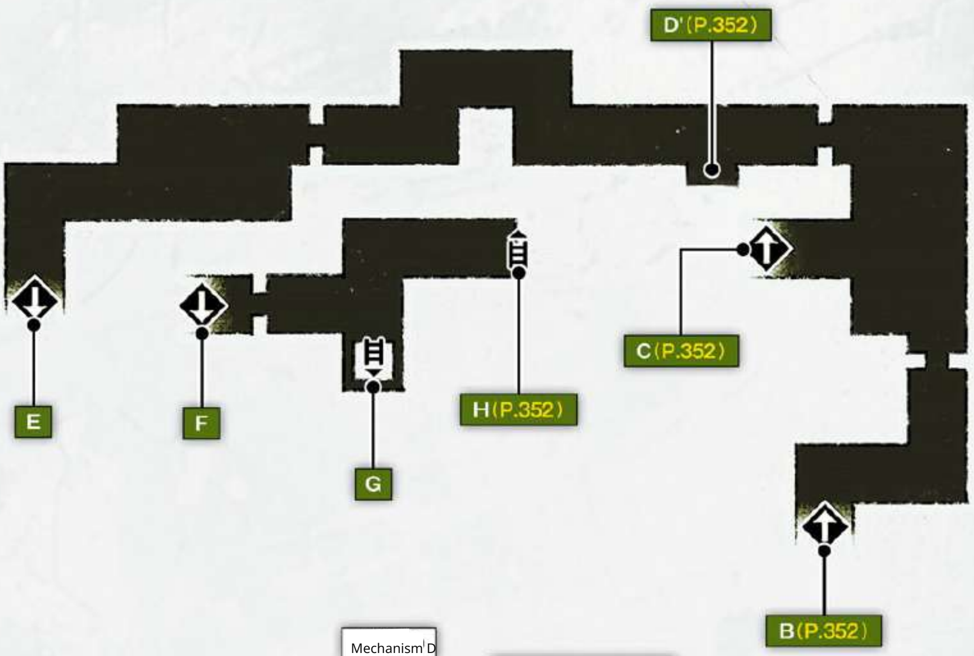


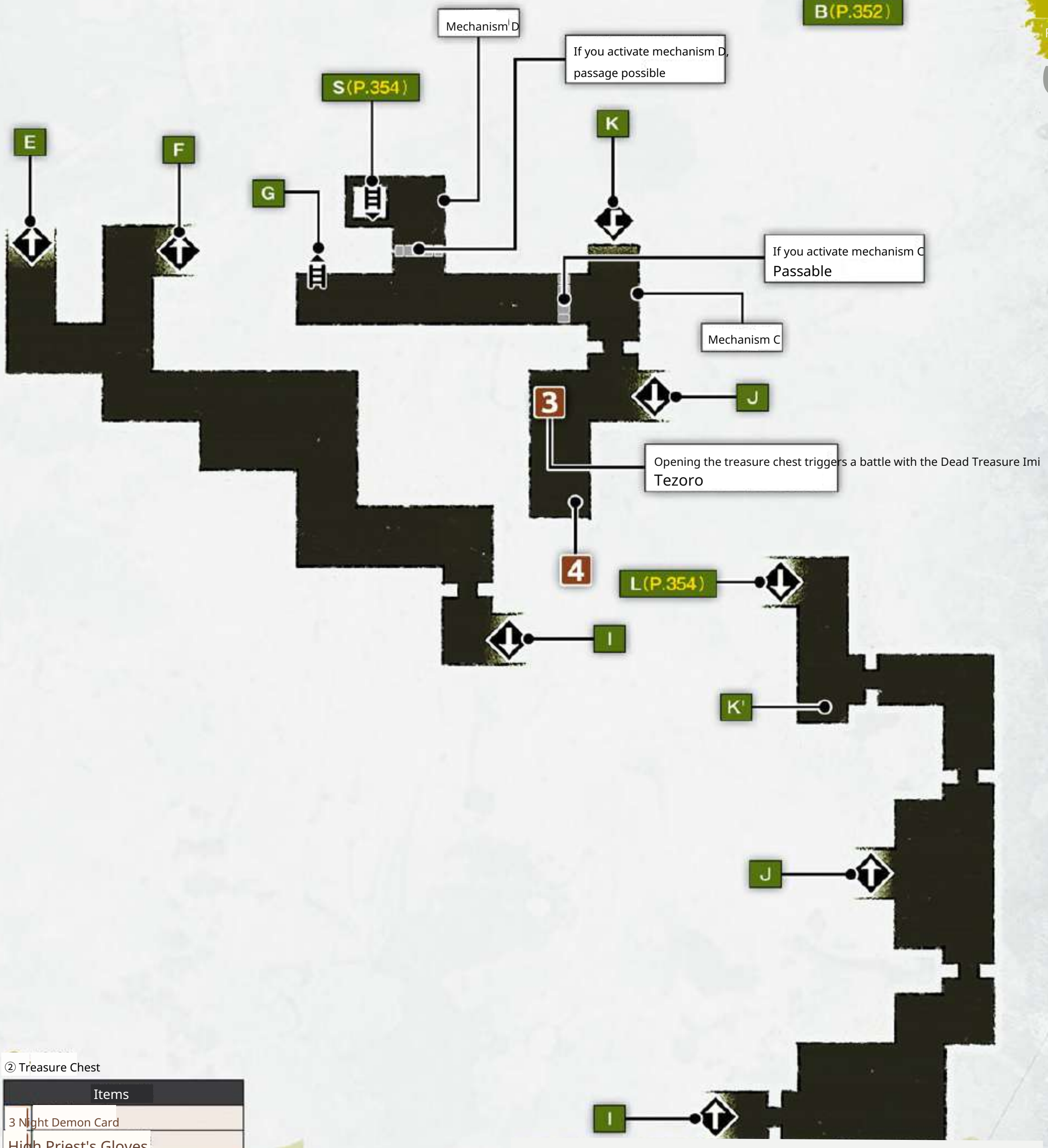
Gathering Point

Items
① Golden Beetle

④ Treasure Chest

Items
1 Pure White Tabi
2 Black Monocle





② Treasure Chest

Items
3 Night Demon Card
High Priest's Gloves

Treasure Chest

Items
5 War Fan·Bishamonten
6 War Fan·Fūrin Kazan
Complete Magic Food
3 of the Great Sage ローブ

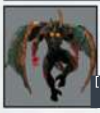
SKYBOUND AVATAR

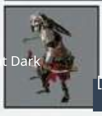
DUNGEON

[redacted]

Giant Face of Heaven

④ Appearanceエ三ー

Golem Gargosta
P.455

LV 36 HP 780
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
[Null Null — — — Resist We — 耐

Fierce Warrior Skelet·Bow
P.

436n LV 44 HP 860
Slash Pierce Strike Fire Ice Elec Wind Light Dark
[Res Res 弱 — — Null — 弱 耐

Fierce Warrior Skelet · Spear
Page 436

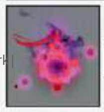
LV 44 HP 890
Slash Pierce Strike Fire Ice Elec Wind Light Dark
Res Res Weak — 「Null Weak Res

Fierce Warrior Skelet · Sword
Page 436

LV 44 HP 910
Slash Pierce Strike Fire Ice Elec Wind Light Dark
Res Res Weak — — 無 — 弱 耐

Wrath Spect
P.451

LV 50 HP 900
Slash Pierce Strike Fire Ice Elec Wind Light Dark
Rep Rep Rep Abs Weak Weak —

Dark Elementa
P.457

LV 55HP 4500
Slash Pierce Strike Fire Ice Elec Wind Light Dark
— — — — — — — -Weak Res

Mad Bird Corvosta
P.448

LV 57 HP 1092
Slash Pierce Strike Fire Ice Elec Wind Light Dark
— 弱 — — — — 反 — —

Silver Homo Tenta
P.449

LV 62 HP 1000
Slash Pierce Strike Fire Ice Elec Wind Light Dark
— — — Abs Abs Abs Abs Abs Abs

Violent Statue Gargos Tarts
P.452

LV 63 HP 1270
Slash Pierce Strike Fire Ice Elec Wind Light Dark
無 無 — 耐 - - Res Weak — —

Obsilhas
P.432

LV 64 HP 1300
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — Null Weak — — — 耐

Homo Marhera
P.455

LV 64 HP 2360
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — ·Reflect Weak Absorb

The loss of twenty-one F
P.434

LV 65 HP 1373
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — ·Resist Null Weak — Reflect Weak

Dead Treasure Imitezoro
P.443

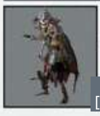
LV 65 HP 6000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Resist

11杔·Origin (Post-Battle) P.454

LV 65 HP 7000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — 55 — —

Apostate Skeleton Archer
P.449

LV 67 HP 1200
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Resist Resist Weak -Null — Weak Resist

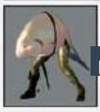
Heretic Knight Spear
P.

448n LV 67 HP 1320
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
[Resist Resist Weak Null — 弱 耐

Heretic, yet Ku-lo·Sword
P.448

LV 67 HP 1440
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
Resist Resist Weak — 無 — 弱 耐

Magireto, Demon Bone
P.455

LV 68 HP 1250
Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— 耐 弱 — — 「No Weak Resist

刁 Gaoeryi
P.455

LV 69 HP 7500
| Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— — — Weak Resist Resist Resist Resist Weak

Savage Beast Kimenzarn
P.448

LV 70 HP 6000
Slash Pierce Strike Fire Ice Thunder Wind Light
— — — Absorb Weak Null Weak

Geoclopse
P.441

LV 70 HP 6000
Slash Pierce Bludgeon Fire Ice Lightning Wind Light Dark
— 弱 — — — 吸 弱 — —

Homo-Fleimo
P.454

LV 70 HP 9000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
— — — — — Weak — —

Moldirich
P.456

LV 75 HP 10000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
— — Weak Resist Resist Resist Resist Resist Weak Resist

Jet-Black Homo Orelon
P.442

LV 66 HP 8000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
— — — — — Weak — —

凶獣キメンザー (Substitute Battle) P.436

LV 70 HP 10000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
— — — 吸 弱 無 弱 — —

Gupdetron
Page 437

LV 71 HP 10000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
— Weak Resist Weak — — — —

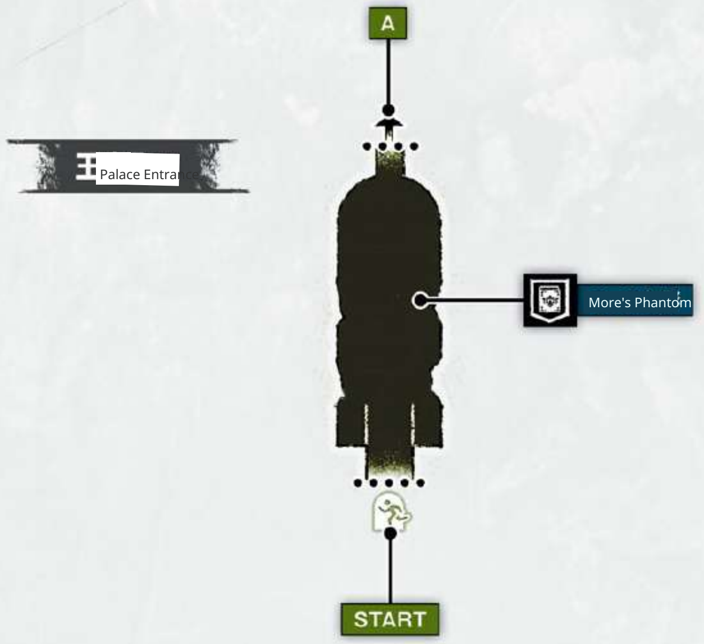
Leogrophon
P.459

LV 72 HP 12000
Slash Thrust Strike Fire Ice Lightning Wind Light Dark
Weak Resist Resist One Resist Resist —

ゾルハ Fear Transformation Form(※1)
P.468

LV 74 HP 20000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — — — —

Metaphor※1: Defense Form All Attributes "Resist Pu:

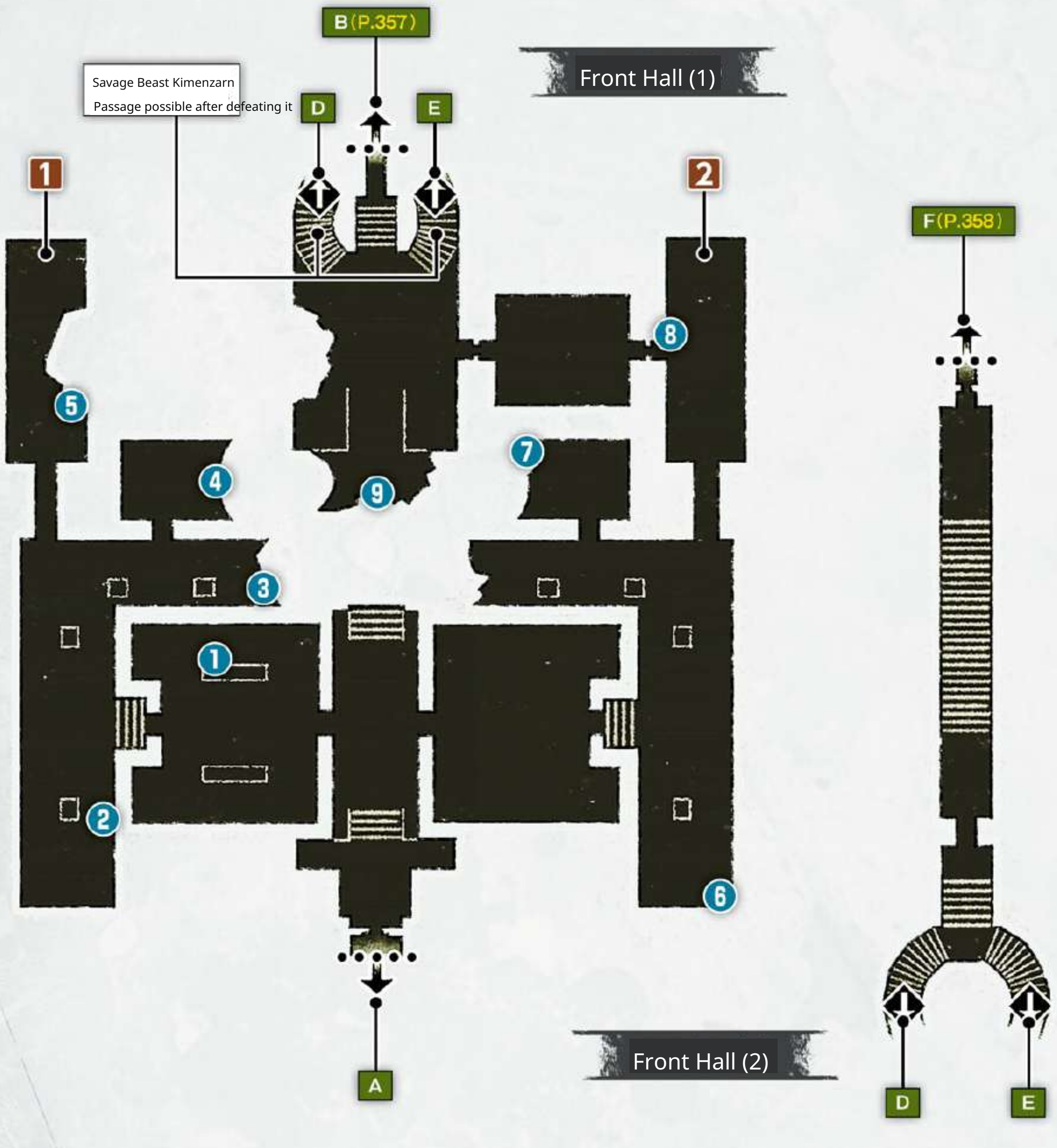


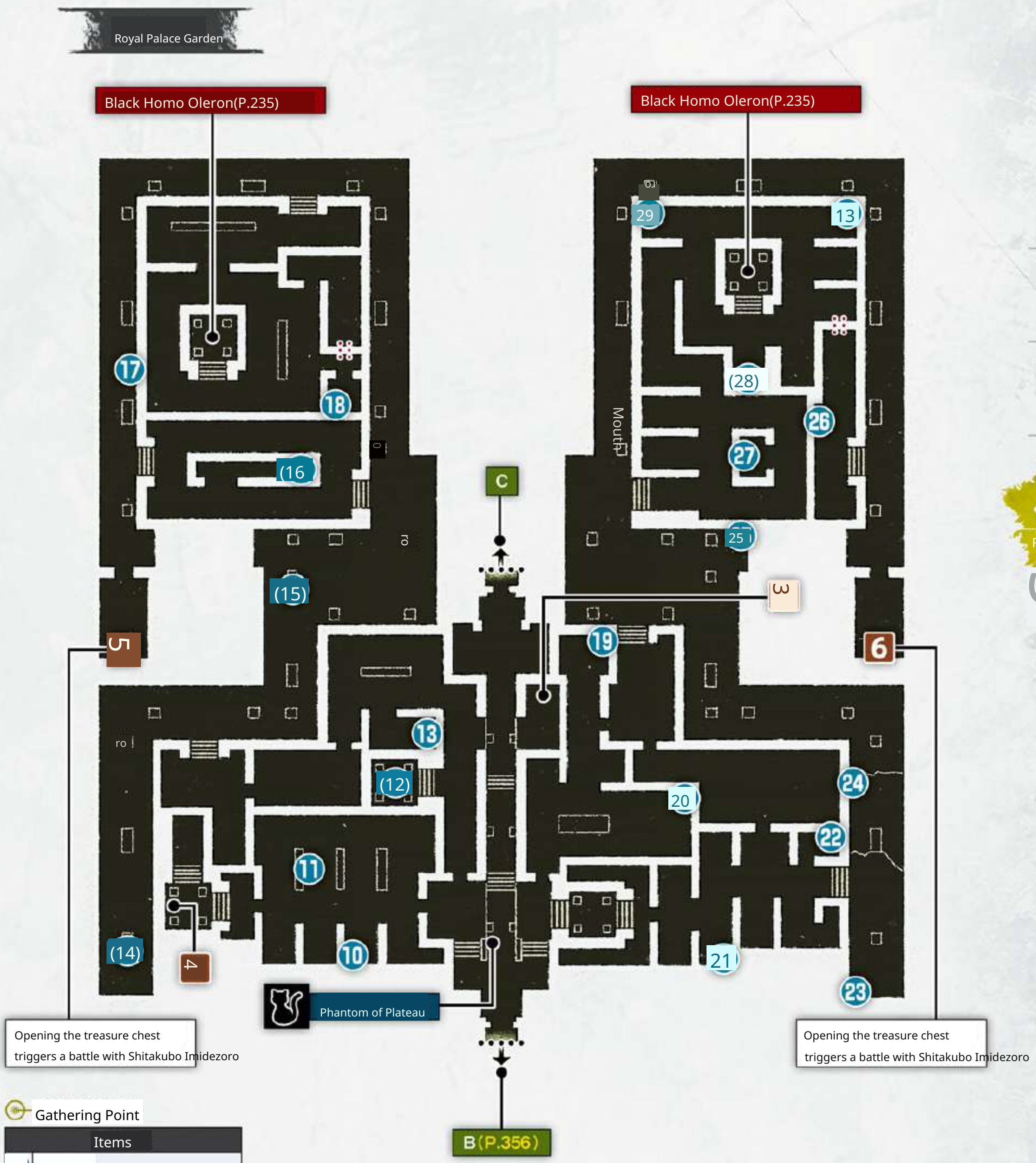
Gathering Point

Items
① Gold Emblem
② Magic Crystal Candlestick
③ High-Quality Corrupted Great Weapon
④ Great Spirit Powder
⑤ Regalis Silver
⑥ Hero's Light Leaf
7 Water Mirror's Mirror
8 Calendula Glass
9 Dragon Blood Sap

Treasure Chest

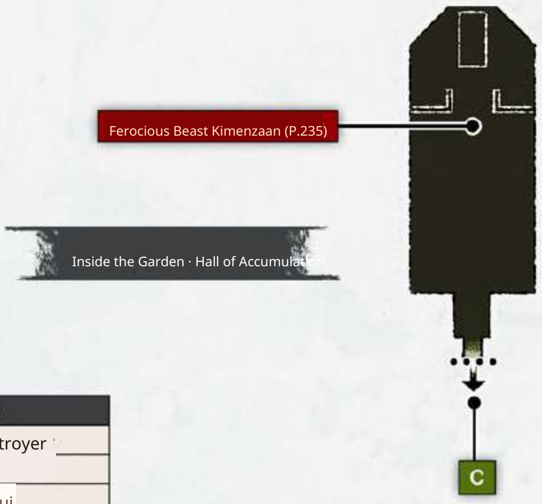
Items
1 Ogre-Repelling Gauntlet
2 The Abacus of a Noted Self-Made Man





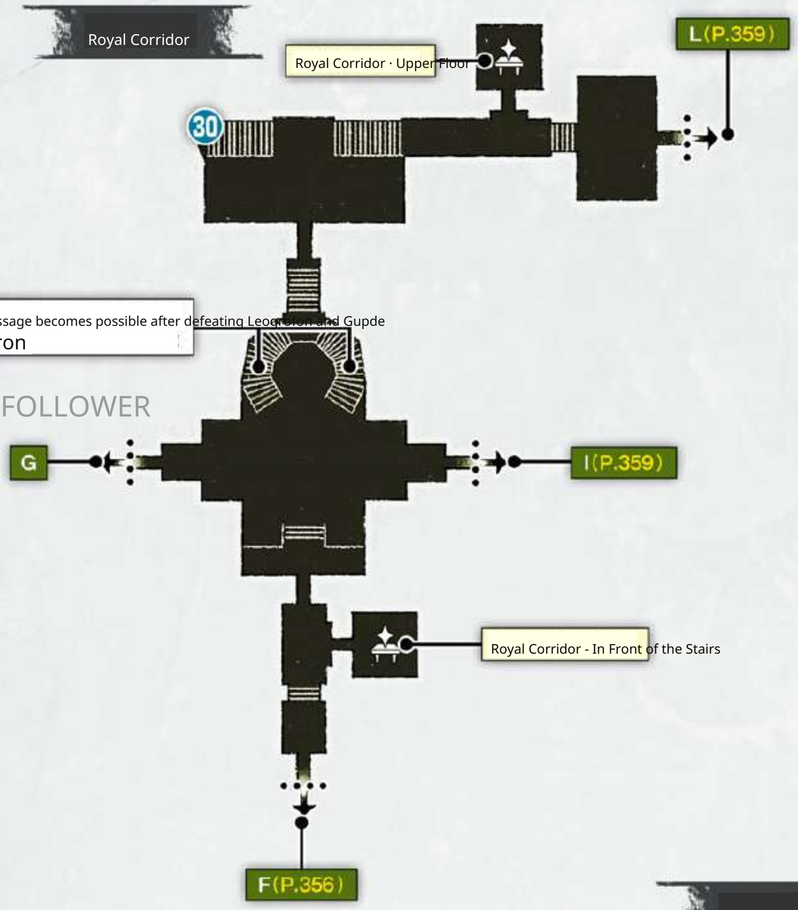
Gathering Point

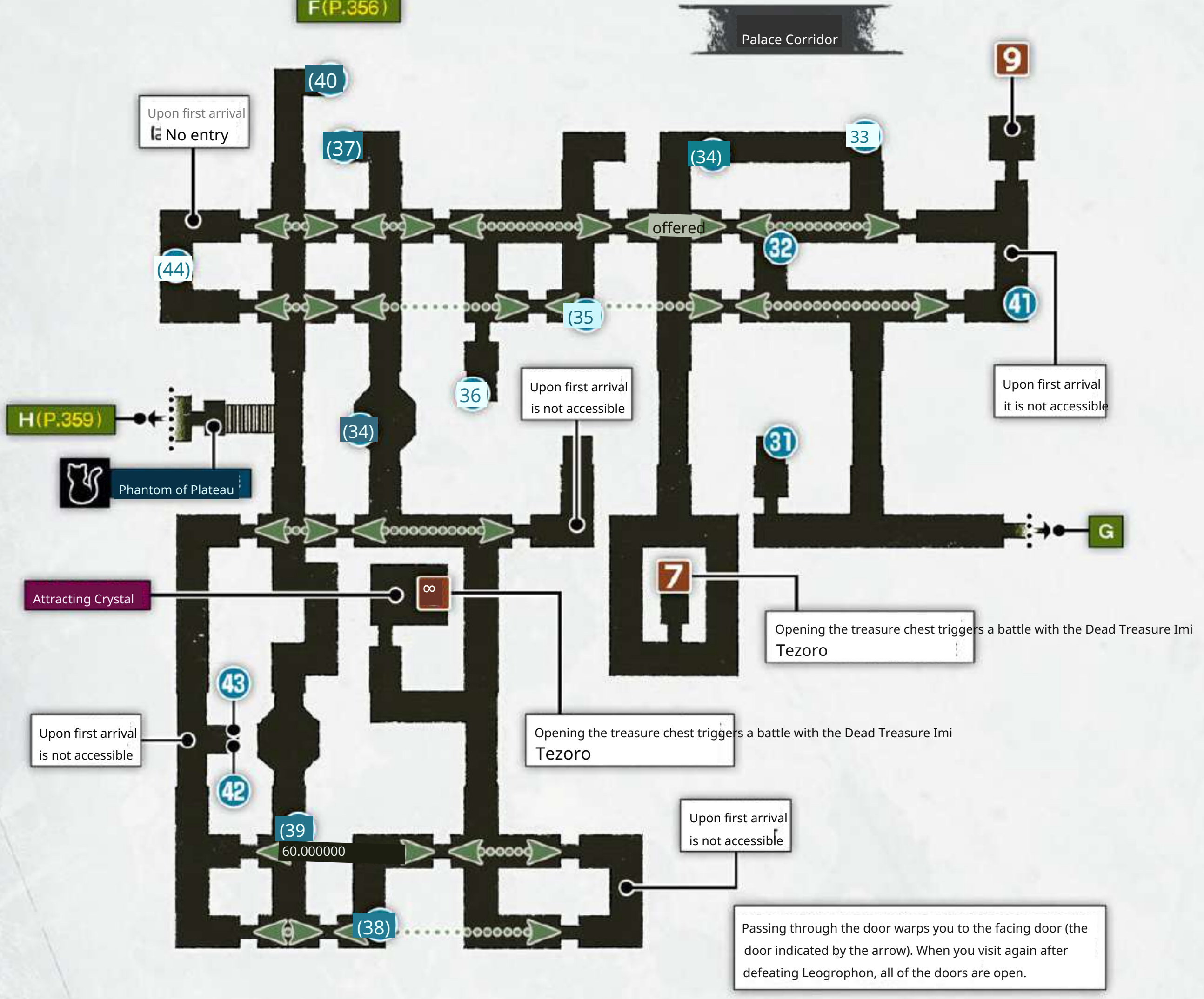
Items
10 Magic Crystal Flower
11 Luck Incense
12 Moon White Mask
13 Euchronia Gold Coin
14 Ruby
15 Hermit's White Mask
16 Angel's Talisman
17 Panacea
18 Hero's Gem Root
19 Restart Card
20 Speed Incense
② Forget-me-not Hair Ornament
22 Gold Insignia
23 Evil Bird Talisman
24 High-quality Demon-corroded Weapon
25 Calendula Glass
26 Patient's White Mask
27 Reset Talisman
28 Magic Injection
29 Saint's Gauntlet



-Treasure Chest

Items
3 Destroyer Axe Destroyer
4 Gambler Knife
5 Ninja Blade · Shiranui
6 Lapis Light Gloves





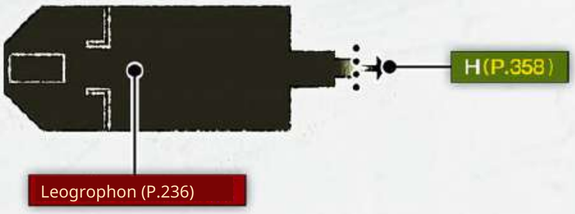
Collection Point

Item
3 Hero's Luminescent Leaf
31 Heavenly Dragon's Sacred Water
32 Scarlet Carpet
33 Ariadne's Thread
34 Magic Crystal Candelabrum
35 White Mask of Love
36 Topaz
37 Hero's Jewel Root
38 Sacred Water of Grace
39 High-Quality Corrupted Blade
4 Mirror of the Water Mirror
40 Outlaw Talisman
42 Benkei's Shin Guards
43 Hero's Chest Armor
44 High-Quality Maelstrom Weapon

Treasure Chest

Items
7 Ancient Great God's Spear
8 White Snow Light Rod
9 Ten Handed Sword

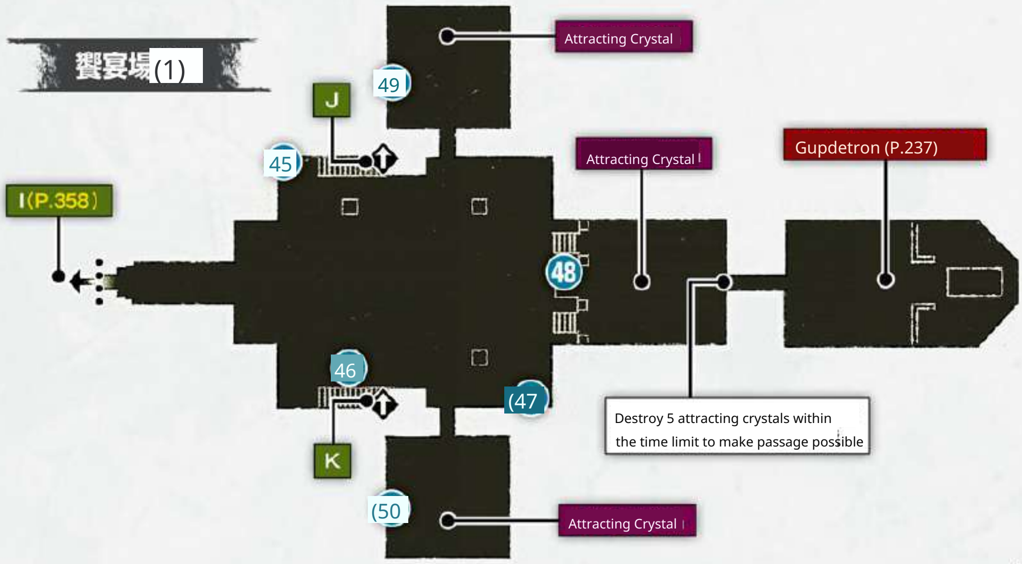
Inside the corridor ・ Chamber of Accumulation



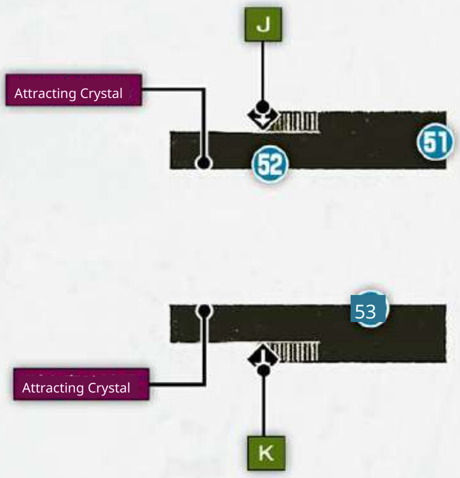
Gathering Point

Items
45 Magic Crystal Candlestick
46 Hero's Jewel Root
47 White Mask of Justice
48 Demoness's Talisman
49 Vitality Incense
50 Euchronia Gold Coin
61 Great Spirit Powder
52 Divine Water of the Heavenly Dragon
53 High-Quality Heavy Corrupted Armor

饗宴場(1)



饗宴場(2)



Inside the corridor / raid site

TYRANT'S STAR

DUNGEON

Tyrant Star

-Appearance, Part 3-

Homo Tenta P.453

LV 2 HP 60
Slash Pierce Bash Fire Ice Thunder Wind Light Dark
— Weak 耐 — 無 — — —

Deep Blue Homo Tenta [redacted]

LV 15 HP 300 [redacted]
Slash Pierce Smash Fire Ice Lightning Wind Light
— -Weak Resist Weak Reflect Null — —

Crimson Homo Tenta P.438

LV 21 HP 400
Slash Pierce Smash Fire Ice Lightning Wind Light |
— ·Weak Resist Reflect Weak Null — —

Golden Homo Tenta P.432

LV 40 HP 500
|Slash Pierce Smash Fire Ice Lightning Wind Light Dark
"Resist Resist Resist Resist Resist Resist Resist Resist Resist

Dark Elementa P.457

LV 55 HP 4500
Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
— — — — — — — Weak Resist

Mad Bird Corvosta P.448

LV 57 HP 1092
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
|Weak|
— — — — ---

Silver Homo Tenta P.449

LV 62 HP 1000
Slash Pierce Smash Fire Ice Lightning Wind Light Dark|
— — — Drain Drain Drain Drain Drain Drain

Obsilhas P.432

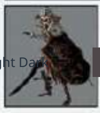
LV 64 HP 1300
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — Null Weak — — — 耐

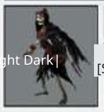
Heretic Bow P.449

LV 67 HP 1200
Slash Pierce Smash Fire Ice Lightning Wind Light Dark|
Resist Resist Weak — — 無 — Weak Resist

Heretic Knight Spear P.448

LV 67 HP 1320
Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Resist Resist Weak — 無 — 弱 耐

Heretic, yet Ku-to-Sword P.448

LV 67 HP 1440 [redacted]
【Slash Pierce Smash Fire Ice Lightning Wind Light Dark|
Resist Resist Weak — — Null — Weak Resist

Magireto, Demon Bone P.455

LV 68 HP 1250
[Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— 耐 弱 — — ·Null Weak Repel

Ferocious ×ザ-ノ P.448

LV 70 HP 6000
|Slash Pierce Bash Fire Ice Electric Wind Light Dark
— — — Absorb Weak Null Weak

Geoclopse P.441

LV 70 HP 6000
Slash Pierce Bash Fire Ice Electric Wind Light Dark
Weak — — Absorb Weak —

Gupdetron Page 437

LV 71 HP 6500
Slash Pierce Bash Fire Ice Electric Wind Light Dark|
- Weak — Repel Weak· — — — —

Kokamordos P.439

LV 71 HP 6500
Slash Pierce Bash Fire Ice Electric Wind Light Dark
- -Weak — Absorb Weak — — —

Leogrophon P.459

LV 72 HP 7000
Slash Pierce Bash Fire Ice Electric Wind Light Dark
— Weak — Resist Resist — Repel Resist

Jet-Black Homo Oppo P.442

LV 74 HP 5500
Slash Pierce Bash Fire Ice Electric Wind Light Dark
— Repel Weak Resist — Repel Weak —

Jet-Black Homo Kasko P.442

LV 74 HP 5500
|Slash Thrust Crush Fire Ice Lightning Wind Light Dark
Res Res Weak——Weak Res — —

Jet-Black Homophios· P.442

LV 74 HP 5500
Slash Thrust Crush Fire Ice Lightning Wind Light Dark
耐 — — -Weak Res Res — — —

Jet-Black Homo Furukiro P.442

LV 74 HP 5500M
Slash Thrust Crush Fire Ice Lightning Wind Light Dark|
- -Weak Res—Res - Res Weak

Jet-Black Homo Pent P.443

LV 74 HP 5500
Slash Thrust Crush Fire Ice Lightning Wind Light Dark
— — 耐 — — — Res Weak Res

Jet-Black Wood托·八ー∠ P.443

LV 74 HP 6500
Slash Thrust Crush Fire Ice Lightning Wind Dark
Weak Res Resist Resist Resist Resist Res

Moldirich P.456

LV 75HP 10000 [redacted]
·Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — ·Weak Repel Repel Repel Repel Resist Repel

Golden King Tree·19 P.432

LV 88 HP 6666
|Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Repel Repel Re — — — — — —

Silver Queen Homo Tenta P.449

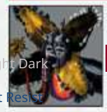
LV 88 HP 6666 [redacted]
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — Repel Repel Repel Repel Repel Repel

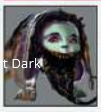
Demon King's Servant Gorlleo P.468

LV 77 HP 25000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — — — — — —

Demon King's Servant Avades P.468

LV 77 HP 25000 [redacted]
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — · Resist Resist Resist Resist Resist Resist

Demon King's Servant Butera P.469

LV 77 HP 25000
Slash Pierce Strike Fire Ice Lightning Wind Light Dark
— — — — 弱 — — —

Demon Lord's servant Jarzo P.469

LV 77 HP 25000
Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— — — — — — — — —

○ Appearing enemy

Demon Lord's servant Sabara	P.470
LV 77 HP 25000	

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	L	Dark
—	—	—	—	—	弱	—	—	—

Demon Lord's servant Marugo	P.470
LV 77 HP 25000	

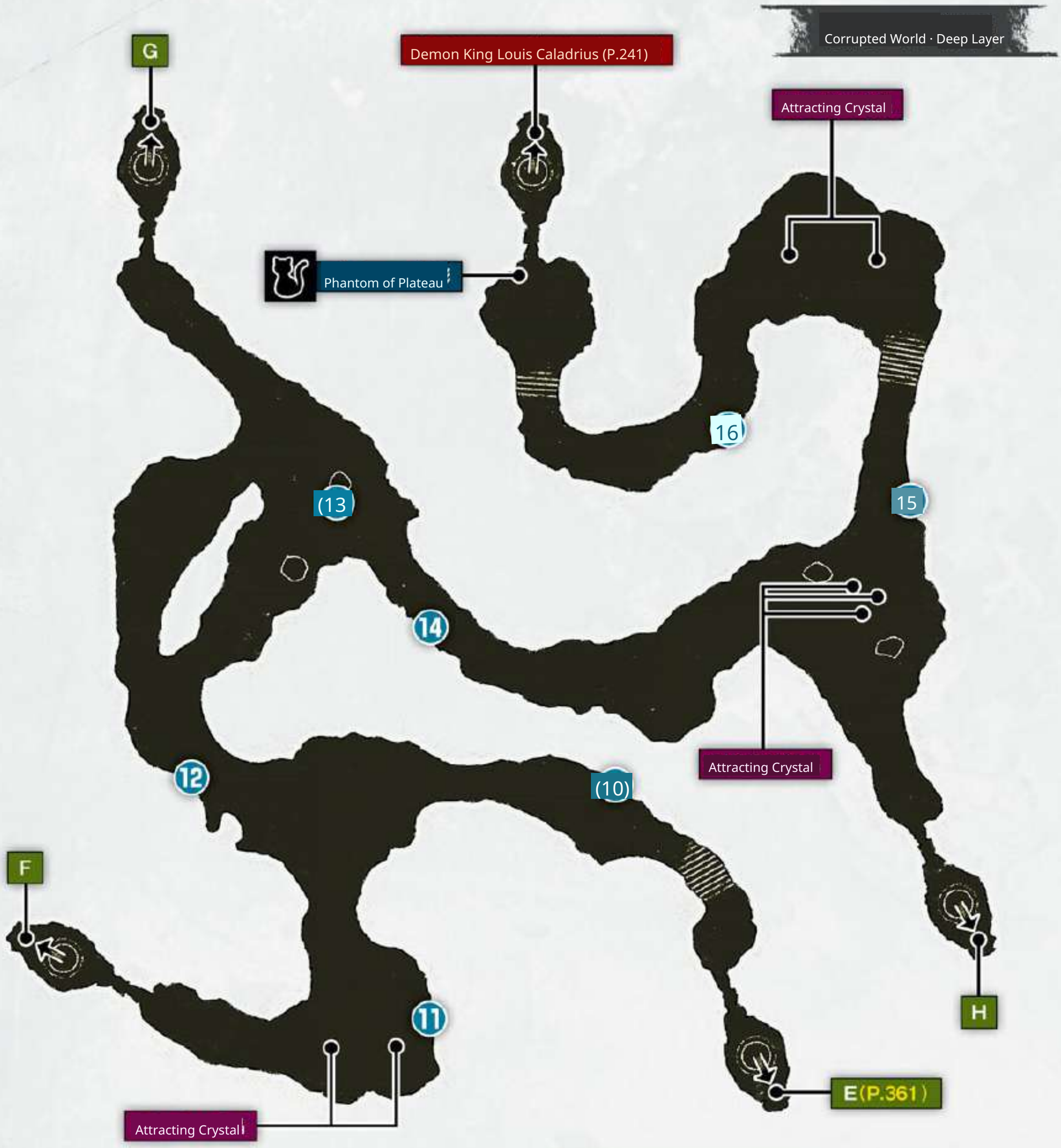
Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	L	Dark
—	—	—	—	—	—	—	—	—

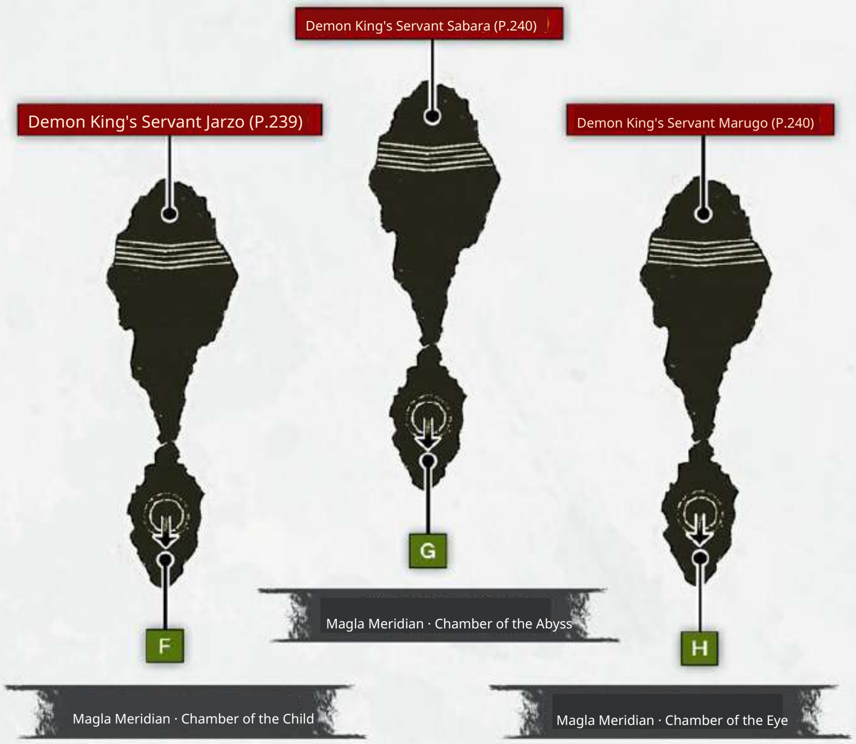
Demon Lord Louis Caladrius	P.470
LV 80 HP 40000	

Slash	Pierce	Bash	Fire	Ice	Lightning	Wind		Dark
—	—	—	—	—	—	—	—	—

Gathering Point

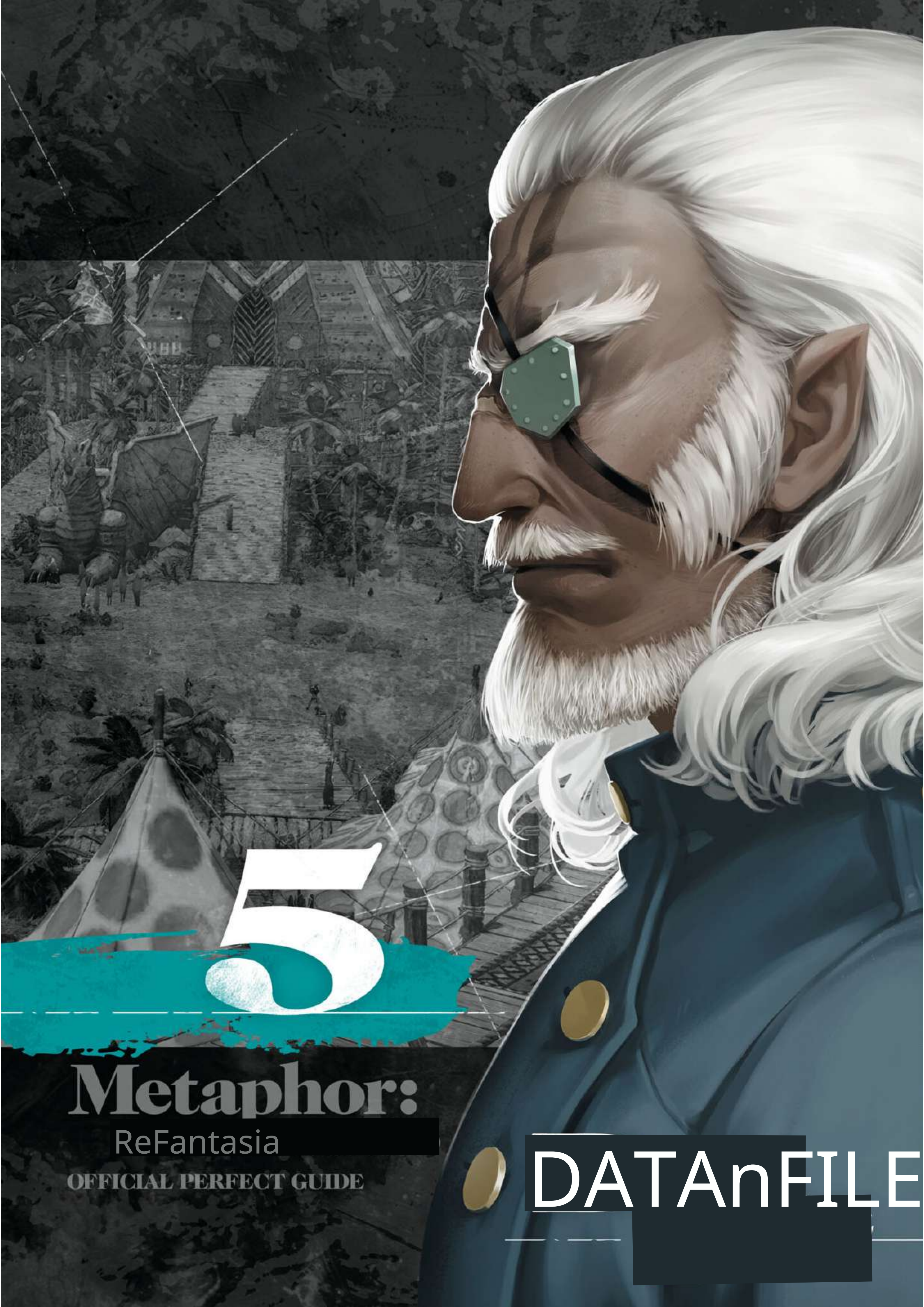
Items
① Elixir
② Tabula Rasa Charm
③ Reanimation Incense
④ Kaiser Helm
5 Diamond
6 White Mask of Judgment
7 Powder of the Great Spirit
⑧ Headband of Clear Tranquility
⑨ Incense of Power





Gathering Point

Items
10 Hero's Gem Root
11 Divine Pill
12 Elixir Panacea
13 Dragon's Breath
14 Complete Magic Food
15 Fragrance of Magic
16 Divine Sake Dew



5

Metaphor: ReFantasia

OFFICIAL PERFECT GUIDE

DATAnFILE

[redacted]

DATA FILE

Item Data

Information on all items, including their effects and how to obtain them, is compiled and presented by category. Images of costumes obtainable in DLC are also included.

PARTY&nFOLLOWER

How to Read Item Data

Weapons (P.365~)

[Sword 1	Equipment 2 Seeker Monarch	Attack Range 3 Close Range

アイテム 4	5		15	Main 16 hods
Fairy's Small		67891	Gallica Only	Gallica's Starting Equipment

Armor (P.374~) / Sub-Armor (P.376~)

Heavy Armor 1	Equipment 2	Warrior, Knight, Berserker, Monarch

アイテム 4	5		15	Main 16 hods
チェーンメイル		6011	Endurance +1	Hürkenbe Initial equipment

Accessories (P.379~)

Magic Device 1	Equipment 2	All Archetypes

Items 4	Buy Price 5	Sell Price 6	Rare 12	Effect 15	Main Acquisition Methods 16
Fire Magic				Can be used: "Magic Fire"	[Appraisal] Mysterious 16 Tool / [Drop] Louis Military Mage Soldier

Outfits (P.383~)

12

Protagonist	Protagonist	Protagonist	Protagonist
Noble Traveler's Outfit 4	St. Elmin Academy uniform	Sevens Sisters Academy Uniform	Gekkoukan Academy Uniform

13

Main How to Obtain	Main Acquisition Method	Main Acquisition Methods	Main Acquisition Methods
Protagonist's 16th-term equipment	【DLC】 St. Elmin Academy Uniform & Battle BGM & Battle Jingle Set	【DLC】 Sevens Sisters Academy Uniform & Battle BGM & Battle Jingle Set	【DLC】 Moonlight Hall Academy Uniform & Battle BGM & Battle Jingle Set

Consumable Items (P.388~)

Items 4	Buy Price 5	Selling Price 6	Location 14	Effect 15	Main Acquisition Methods
Herb				Restores 50 HP to one ally	[Shop] General Goods Shop ōdō] / [Drop] Goborn the Man-Slayer

Appraisal Items (P.394~)

アイテム Item 4	5	6 17		Vegetable and Fruit Catalog 18 East-Harmony Greatsword	Main method 165
Mud-Covered Item				Black Iron Sword (50%),	[Drop] Skelet Sword

Exchanging for cash (P.396~)

Item	Sell Price		Main Methods
"A shoe for only one foot	6	Go fishing (P.077)	

Important valuables (P.397~)

Items	Buy others	Effect	Main acquisition methods
Golden Bug	5	If you give it to the old man in Brilhaven, on the 15th, he will exchange it for treasure	Find the gold in various places (P.051)

Information (P,400)

Item	Current status		Main Method
Regalis	Current status	You can get an impassioned explanation of the current situation at Regalis Cathedral	[Shop] Kazama Ludrea

1 Type: Item type

② Equipment: Name of the equippable archetype or character

③ Attack range: Weapon attack range

④ Items : Item Names

⑤ Buy Price: The item's selling price

⑥ Sell Price: The item's purchase price

⑦ Attack Power: The weapon's attack power. Affects the damage dealt

⑧ Accuracy: The weapon's accuracy. Affects the chance of attacks hitting

● Attribute: The weapon's attack attribute

⑩ Defense: The defense of armor or sub-armor. Affects the damage received

① Evasion: The evasion rate of armor or sub-armor. Affects the chance of dodging attacks

⑫ Rarity: The rarity of the equipment item

1 Costume Image: The appearance image when the costume is equipped

⑩ Location: Where the item can be used. "フィ" means field, "ダ" means dungeon, and "バ" means during battle

1 Effect: The effect when the item is equipped or used ⑩ Main Acquisition Method: The item's main method of acquisition. See the right for the meanings of the items in [ ]

[Shop] ...... The name of the shop where the item can be purchased

[Collection] ...... The name of the map that has collection points where items can be obtained

[Treasure] ..... The name of the map that has treasure chests from which items can be obtained

[Purification] .... The name of the key item used when performing purification.

For items obtainable through purification, refer to the shop data Fermis Sacred Church (P.403)

[Appraisal] ...... The name of an item that may be obtained when appraisal is performed. For items obtainable through appraisal, refer to Appraisal Items (P.394)

[Arena] The rank of the arena where items can be obtained

[Quest]. The number of the quest where items can be obtained. Corresponds to the numbers listed in Quest Strategy (P.246)

[Drop] ...... The name of the enemy that drops the item

[DLC] The name of the DLC where items can be obtained

1 Cost: The amount of money required to perform appraisal

⑩ Appraisal Result: The names of items that may appear when an item is appraised. The numbers in parentheses indicate the probability of appearance

Weapons

[Sword

Equipment Seeker, Ruler | Attack range Melee

Items	Buy Price	Sell Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Fairy's Small Sword	—	—	15	10	Slash	1	Gallica only	Gallica's Initial Equipment
Entrusted Sword	—	—	45	96	Slash	1	Protagonist only	Protagonist's starting equipment
Blade of Innocence	—	—	45.	96	Slash	1	—	Unlocked when "Archetype Studies" is unlocked Obtained at
Sharpened Military Saber	—	—	55	96	Slash	1	—	Grius's starting equipment
Bronze Sword	1000	200	70	96	Slash	1	—	[Shop] Traveling Merchant Galinago
Black Iron Sword	2850	570	102	96	Slash	1	—	[Shop] Swordsmith "Spardo" / [Appraisal] Blade covered in mud
Silver Knight's Sword	—	1044	120	96	Slash	1	—	[Treasure] Regalis Cathedral / [Appraisal] High-quality blade covered in mud
Falchion	—	2500	135	96	Slash	1	—	[Drop] Fierce Beast Guptaros (Quest)
Half-Breed Slayer Baselard	10800	2160	150	96	Slash	2	Damage against demi-humans increased by 50%	[Shop] Weapon Shop "Actis Workshop"
Skeleton Soldier's Sharp Sword	—	200	161	96	Slash	2	Strength +2	[Drop] Soldier Skelet - Sword
Sword of Healing Prayer	—	1450	170	96	Slash	2	Restores 2% of max HP each time your turn comes around	[Treasure] Criante Castle
Golden Epee	50000	10000	200	96	Slash	2	+3.+3 力 魔	[Shop] Swordsmith "Spardo"

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<Data analysis>

Item Data Weapons

Weapon: Sword

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main acquisition
Sailor's Sword	20800	4160	211 96 Slash 1				—	method [Shop] Swordsmith Galleo / [Appraisal] Tide Rusty weapon
Gladius	—	5640	234 96 Slash 1				—	[Appraisal] High-quality salt-rusted weapon
Clewang	41750	8350	272 96 Slash 1				—	[Shop] Weapon shop "Silica"
Ikrimbaang	—	12526	290 96		Slash	3	Damage taken from enemy preemptive attacks is halved	[Drop] Human-slayer Goboln Ligo
Logging Sword Masakaribar	82000	16400	320 96		Slash	2	Damage to plant-type enemies increases by 50%	[Shop] Chiaraloco Weapon Workshop
God of Wind's Sword	—	30000	35096		Slash	3	Wind-element attack power increases by 20%	[Drop] Homogorleo (2nd time)
Comet Sword	92000	18400 355		96	Slash 1		—	[Shop] Swordsmith "Spade" / [Appraisal] Corrupted Blade
Jade Sword	—	30000	365 96		Slash 3		Purifiable	[Arena] Gold Rank 3
Orichalcum Sword	138000 27600 385 96 Slash					2	Recovers 2 MP each time your turn comes around	[Shop] Swordsmith "Spado" / [Appraisal] High-quality blade tainted by magic
Dragon-Slayer Sword	—	40000 400 96			Novel	4	Strength +5 / Damage to dragon-type enemies +50% Give 46 golden beetles to the bug-loving old man	
Sword of Shinato	—	30000 420 96				4	Magic +5 / Wind attribute attack power increased by 30%	[Purification] Jade Sword
Sword of the Adventurer King	—		420 99 Slash			4	Greatly restores MP while a support effect is active	After defeating the Demon King's servant Golleo Investigate the location where it was defeated
A sword entrusted with the power of dragons		—	430	99 Almighty		4	All stats +5 / Protagonist only	[Quest] Obtain upon completing No. 77
King of Kings	—	—	500 99 Slash			4	All allies cannot become Anxious	The protagonist learns 40 types of Archetypes

[Staff

Equipment Magician | Attack range Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Staff of Innocence	—	—	50 96		Break	1	—	Obtained when "Archetype Study" is unlocked
Spirit Branch Staff	1100	220	66 96		Break	1	—	[Shop] Traveling Merchant Galinago
Bone Rod	—	360	89 96		Break	1	Magic +2	[Gathering] Regalis Cathedral
Fire Staff	2500	500	100 96		Break	1	Fire attribute attack power increases by 20%	[Shop] Swordsmith "Spade"
Ice Staff	—	1000	115		Break	1	Ice attribute attack power increases by 20%	[Appraisal] Rusted long weapon / [Drop] Rui Army · Magic Corps Captain
Priest's Staff of Flames	8000	1600	140 96		Break	1	Fire attribute attack power increases by 20%	[Shop] Weapons Shop "Actis Workshop"/ [Appraisal] Sand-Covered Staff
Priest's Staff of Snow	8000	1600	140		Break	1	Ice attribute attack power increases by 20%	[Shop] Weapons Shop "Actis Workshop"/ [Appraisal] Sand-Covered Staff
Sage's Staff	—	6000	160 96		Break	2	Can be purified	[Treasure] Abandoned Grave
Thunderous Priest's Staff	—	1600 170 96 Strike 1 Lightning attribute attack power increases by 20%						[Appraisal] High-Quality Sand-Covered Staff/ [Drop] Kadabrich
Blood-Tear Staff		1600 170 96			Break	2	Magic +3	[Drop] Kadabrich (Quest)
Grand Preceptor's Staff		6000	200	96	Destruction	2	All-attribute magic power increases by 15%	[Purification] Sage's Staff
Rosen Rod	20000	4000	205	96	Destruction	1	Fire attribute attack power increases by 20%	[Shop] Sword & Blade Galeo/[Appraisal] Superior Salt-Rusted Staff
Azure Rod	20000	4000	205		Destruction	1	Ice attribute attack power increases by 20%	[Shop] Sword & Blade Galeo/[Appraisal] Superior Salt-Rusted Staff
Eclair Rod	—	5000	242 96		Destruction	1	Lightning attribute attack power increases by 20%	[Appraisal] Superior Salt-Rusted Staff/ [Drop] Fatorich (Quest)
Fire Serpent Magic Staff	41500 8300		270		Destruction	1	Fire attribute attack power increases by 20%	[Shop] Blacksmith "Shirika" / [Appraisal] Moss-Covered Long Weapon
Snow Frog Magic Staff	41500	8300 270 96			壊	1	Ice attribute attack power increases by 20%	[Shop] Blacksmith "Shirika" / [Appraisal] Moss-Covered Long Weapon
Thunder Scorpion Magic Staff	41500 8300		270		Destruction	1	Lightning attribute attack power increases by 20%	[Shop] Blacksmith "Shirika" / [Appraisal] High-Quality Moss-Covered Long Weapon
Black Fly Magic Staff	80000	16000 300			Destruction	2	Damage to Undead increases by 50%	[Shop] Chielaroko Weapon Workshop / [Appraisal] High-Quality Moss-Covered Long Weapon
Whalebone Staff	—	—	320		Destruction	4	Recovers 2 MP each time your turn comes around	Spend time with Gallica during the 09/06 event
Staff of All Things		14000	340		Destruction	3	All-attribute magic power increases by 15%	[Treasure] Tower of Arrogance
Crimson Flame Sage Staff	99000	19800 370 96			Destruction	1	Fire attribute attack power increases by 20%	[Shop] Swordsmith "Spard" / [Appraisal] Magic-Eroded Staff Weapon
Azure Snow Immortal Staff	99000	19800 370 96 Destruction			Destruction	1	Ice attribute attack power increases by 20%	[Shop] Swordsmith "Spard" / [Appraisal] Magic-Eroded Weapon

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Data Analysis

Item Data Weapons

Oven: ReFantazio OFFICIAL, PERFECT Conqe

Weapon: Staff

Items	Buy Price	Sale Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Rod of Purple Lightning	99000	19800	370	96	Break	1	Lightning attribute attack power increases by 20%	【Shop】丌 "Spad," Gatherers Fajian, Newras
Rod of Twilight	130000	26000	400	96	Break	2	Dark attribute attack power increases by 20%	【Shop】 Swordsmith "Spad," Newras
Inferno Rod	—	44000	400	96	Break	3	Fire attribute attack power increases by 30%	【Drop】 Fierce Beast Kimenzarn (Event Battle)
Cocytus Rod	[illegible]	44000	400	96	Break	3	Ice attribute attack power increases by 30%	【Drop】 Leoglopon (Event Battle)
Silver Rod	—	44000	400	96	Break	3	Lightning attribute attack power increases by 30%	【Drop】 Gupdetron (Event Battle)
Staff of the Magic King	—	—	420	99	Break	4	Magic +5 / All-element magic power increases by 15% increases	After defeating the Demon King's servant Avades, examine the place where it was defeated
Golden Staff of the World Tree	—	—	500	99	Break	4.	賡+5/All-element magic power increases by 25% Juna learns 36 types of Archetype	

Greatsword

Equipment Warrior | Attack range Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Old-fashioned greatsword	—	—	50	95	Slash	1	—	Stroll's initial equipment
Pure Greatsword	—	—	50	95	Slash	1	—	Obtained when "Archetype Study" is unlocked
Bastard Sword	1400	280	80	95	Slash	1	—	[Shop] Traveling Merchant Galinago
Black Iron Greatsword	3000	600	110	95	Slash	1	—	[Shop] Swordsmith "Spardo" / [Appraisal] Blade covered in mud
Reverse-Scale Greatsword	—	1600	111	95	Slash	3	净化可能	[Treasure] Nord Abandoned Mine
Silver Greatsword	[illegible]	1236	128	95	Slash	1	—	[Appraisal] Fine mud-caked blade, Fine rusty long weapon
Damascus Greatsword	8350	1670	142	95	Slash	1	—	[Shop] Weapon shop "Actis Workshop"/ [Treasure] Tradia Desert
Blazing Dragon Greatsword	—	1600	144	95	Fire	3	Strength +3	[Purification] Reverse-Scale Greatsword
Iron Chunk	—	6960	160	65	Slash	2	Purification Possible	[Drop] Goboron King (bounty target)
Beast-Slaying Claymore	[illegible]	3468	180	95	Slash	2	Damage to beast-type enemies increases by 50%	[Treasure] Criante Castle
Steel Chunk	—	6960	200	98	Slash	2	—	[Purification] Iron Block
Zweihander	21000	4200	215	95	Slash	1	—	【Shop】 Galeo of Swords
Executioner	65000	13000	255	95	Slash	2	Damage to Giant-type enemies increases by 50%	[Shop] Swordsmith Galeo
Nameless Greatsword	42600	8520	278	95	Slash	1	—	[Shop] Weapon shop "Silica"
Serpent-Biting Greatsword	—	4000	294	95	Slash	2	On normal attacks, inflicts severe poison at a certain...	[Drop] Berserker Skelet Sword
Kusanagi Longsword	80000	16000	300	95	Slash	2	Damage to Plant-type enemies increases by 50%	[Store] Weapon shop "Silica"
The Greatsword of the Deceased Pirates	—	—	320	95	Slash	4	Restores 2 MP every time your turn comes around	Spend time with Strohl at the 09/06 event
Greatsword of Giant Slaying	[illegible]	15000	340	95	Slash	3	Damage to giant-type enemies increases by 50%	[Drop] Rudolph, the Lion of Lsanto
Divine Sword Fang	—	17770	342	95	Ice	3	Strength +3	[Gathering] Eternal Ice Forest
Comet Greatsword	94000	18800	354	95	Slash	1	—	[Shop] Swordsmith "Spardo" / [Appraisal] Great weapon of the Demon Mansion
Tenfingers Sword	—	39000	370	95	Slash	3	Purifiable	[Treasure] Giant Face of Heaven
Divine Sword of Fire	—	17770	391	95	Fire	3	Strength +3	[Treasure] Mt. Urukano
Demonic Blade Nihiru	141000	28200	400	95	Slash	2	When using a normal attack, has a certain chance to inflict Curse	[Shop] Swordsmith "Spard" / [Appraisal] High-quality large weapon of magical corruption
Longsword of Longing	—	10000	400	95	Slash	3	Increases Synthesis power and MP cost	[Quest] No. 66 Reward
"War King's Greatsword	—	—	420	99	斬	4	Critical hit rate doubled	Defeat Avades, the Demon King's Servant Investigate the place where it was defeated later
Ame-no-Habakiri	—	39000	430	95	Slash	4	Strength +5 / Damage to Ningen-type enemies increases by 50%	[Purification] Totsuka-no-Tsurugi
Supreme King's Greatsword	—	—	500	99	Slash	4	[illegible] Elemental attack power increases by 30%	Strohl's Archetype Learn 40 types

i spear

Equipment Knight | Attack range Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rarity	Effect	Main Acquisition Methods
Pure Spear	—	—	75	97	Thrust	1	—	Obtained when Hulkenberg joins
Order of Knights Halberd	—	—	90	97	Thrust	1	—	Hulkenberg's starting equipment
Iron Spear	3120	624	115	97	Thrust	1	—	【Shop】Bladesmith "Spad" / 【Appraisal】 Rusty Long 得物

Weapon: Spear

Item	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Spear of the Hundred Demons Thrust		2700	120	97	Pierce	2	Purification Possible	【Treasure】Berega Corridor
Silver Knight's Spear	—	1164	129	97	Pierce	1	—	【Appraisal】High-Quality Rusted Long Weapon/ 【Drop】Sergeant Skeleton・Spear
Partisan	8440	1688	144	97	突	1	—	【Shop】 Weapons Shop 『Actis Workshop』/ [Appraisal] Sand-Covered Long Weapon
Skeleton Soldier's Tragic Spear	—	230	161	97	Pierce	2	Strength +2	[Drop] Soldier Skeleto・Spear
Mad Spear That Pierces Ten Thousand Demons		2700	166	97	Pierce	2	STR+2/END+2/Damage to demi-human enemies increases by 50%	[Purification] Spear of a Hundred Demons
Damascus Lance		3024	171	97	Thrust	1	—	[Appraisal] Sand-Covered Long Weapon/ [Drop] Kapzard
Halberd	20190	4038	216	97	Thrust	1	—	[Shop] Swordsmith Galeo
Coral Shield Spear	—	3500	220	97	Thrust	2	Reduces damage when weaknesses are exploited / Can be purified	[Treasure] Tomb of Sorrow
Sea Folk's Spear	65000	13000	250	97	Pierce	2	At the start of battle, automatically increases attack power	[Shop] Swordsmith Galeo
Hard Spear of Coral Armor	—	3500	268	97	Pierce	2	耐+4 / Greatly reduces damage when weaknesses are exploited	[Purification] Shield Coral Spear
Glaive	—	8160	275	97	Pierce	1	—	[Appraisal] Moss-covered Long Weapon
Armor-Piercing Sword	—	9200	292	97	Pierce	1	—	[Appraisal] Moss-covered Long Weapon / [Drop] Kapuzado Sandro
Driftwood Spear	—	—	320	97	Pierce	4	Recovers 2 MP each time your turn comes around	Spend time with Hulkenberg at the 09/06 event
Thunder God's Spear	—	13000	336	97	Lightning	3	—	[Treasure] Dragon Blessing Capital
Watatsumi's Spear	—	13000	336	97	Wind	3	—	[Treasure] Tower of Blind Faith
Dragon God's Spear	—	—	350	97	Almighty	4	—	Automatically obtained on 09/12
Comet Spear	93500	18700	355	97	突	1	—	[Shop] Swordsmith "Spado" / [Appraisal] Great Weapon of Demonic Corrosion
Spear of the Ancient Great God	—	38400	370	97	Pierce	3	Purifiable	[Treasure] Giant Face of Heaven
Spear of the Guardian Saint	140250	28050	395	97	Pierce	2	A high-quality great weapon of magical corruption that reduces damage when your weakness is struck	[Shop] Swordsmith "Spad" / [Appraisal] [Drop]
Holy Lance	—	38000	410	97	Light	3	—	Caplazard
Knight King's Spear	—	—	420	99	Pierce	4	Res +5 / Greatly reduces damage when your weakness is struck	Defeat the demon king's servant Avades Investigate the place where it was defeated afterward
Spear of Judgment	—	38400	425	97	Thrust	4	The counter skill activation rate becomes 25%	[Purification] Ancient God's Spear
Save the King	—	—	500	99	Pierce	4	Res +10 / Lightning affinity becomes "Null"	Hulkenberg learns 40 archetypes

Gauntlets

Equipment: Martial artist | Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Immaculate Gauntlet	—	—	80	98	broken	1	—	First in the Martial Artist archetype line Obtain on repeat completion
Demonslaying Fist	—	1020	100	98	broken	2	Can be purified	[Treasure] Regalis Cathedral
Bronze Knuckle	2950	590	108	98	broken	1	—	[Shop] Swordsmith "Spado"
Iron Knuckle	—	1212	130	98	broken	1	—	[Drop] Goborn Est, the Man-Slayer
Holy Fist of Evil-Banishing	—	1020	139	98	broken	2	Strength +2 / Damage to undead increases by 50%	[Purification] Banishing Fist
Damascus Knuckles	8200	1640	145	98	Break	1	—	[Shop] Weapon shop "Actis Workshop"/ [Appraisal] Sand-Covered Item
Spike Knuckles	—	2670	183	98	Break	1	—	[Treasure] Abandoned Grave
Deep Sea Tortoiseshell Fist	19900	3980	218	98	Break	1	—	【Shop】 Galeo of Swords
Iron Buy	—	4600	230	98	Break	1	—	[Drop] Bounty Queen Cazelina (2nd time)
Iron Fist Bone Crusher	—	4550	232	98	Break	2	净化可能	[Treasure] Tomb of Sorrow
Gambler's Straight Punch	—	9410	240	50	Break	3	Always critical on normal attack hits	[Drop] Bounty Queen Cazelina (3rd time)
Steel Fist: Bone-Crushing Devotion	—	4550	270	98	Break	2	Strength +5 / Damage to giant-type enemies increases by 50%	[Purification] Iron Fist Bone Crusher
Moon Goddess's Fist	—	14000	275	98	Break	3	Speed +3 / purifiable	[Treasure] Dragon Blessing Capital
Dragon-Pattern Gauntlet	41700	8340	276	98	Break	1	—	[Shop] Weapons and Armor Shop "Shirika"
Demon Hand	—	12330	308	98	Break	3	On normal attacks, a certain chance to inflict a curse	[Drop] Orgas (Quest)
Galaxy Fierce Star Fist	—	14000	334	98	Break	3	Strength +3, Agility +3 / Always reaches the maximum number of hits	[Purification] Moon Goddess's Fists

■ Weapon: Gauntlet

Item	Buy value	Sell Price	Attack Power	Accuracy	Attribute	Rarity	Effect	Main Acquisition Methods
Comet Festival Gauntlets	94200	18840	358	98	Break	1	—	[Shop] Swordsmith "Spado", Gatherer Fazian
Saint's Gauntlets	—	39100	365	98	Broken-Broken	3	Purification Possible	[Gathering] Heavenly Giant Face
Iron Fist of the End-Time Overlord	141300	28260	392	98		2	Critical hit rate doubled	[Shop] Swordsmith "Spado," Neuras
Martial King's Gauntlets	—	—	420	99	Break	4	Reduces HP consumption of attack skills	After defeating the Demon Lord's servant Butera, inspect the place where it was defeated
Divine Fist	—	39100	425	98	Broken	4	Strength +5 / Damage to undead types increases by 50%	[Purification] Saint's Gauntlet
Fist of Creation	—	—	500.	99	Durability	4	Elemental attack power increases by 30%	Basilio will learn 36 archetypes

[Short Staff

Equipment Healer | Attack range Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Immaculate Mace	—	—	75	96	Durability	1	—	Obtainable upon first learning an Archetype in the Healer line
Apprentice's Iron Staff	2660	532	100	96	bad 1212	Bad bad bad	—	[Shop] Swordsmith "Spado" / [Gathering] Regalis Cathedral
Moonshadow Mace	—	1400	105	96			Purifiable	[Treasure] Regalis Cathedral
Silver Mace	—	996	120	96			—	[Appraisal] High-quality rusted long weapon
Waning Moon Sacred Staff	—	1400	132	96			Magic +2 / Light attribute attack power increases by 20% increase	[Purification] Moonshadow Mace
Damascus Mace	7900	1580	141	96	Durability	1	—	[Shop] Weapon shop "Actis Workshop" / [Appraisal] Sand-covered staff
Glass Staff	—	6900	161	96	Blunt	2	Purifiable	[Treasure] Man-Eating Cave
Priest's Golden Staff	—	2100	169	96	Blunt	1	—	[Appraisal] High-quality sand-covered staff, sand-covered staff
Shimmering Glass Staff	—	6900	199	96	DestructionBreak	2	Magic +5 / Damage to shapeshifter-type creatures increases by 50%	[Purification] Glass Staff
Transparent Pea棍	19500	3900	212	96	Durability	1	—	[Shop] Swordsmith Galeo
Miracle Mace	90000	18000	255	96		3	All stats +2 / When an enemy is defeated in combat, MP is restored	[Shop] Gallery of Swords / [Drop] Armored Tank Engineer Lina
Sea Fluorite Light Staff	40700	8140	270	96	Durability	1	—	[Shop] Armory "Silica" / [Appraisal] Moss-covered Relic
Priest's Cursed Staff	—	12510	285	96	broken	2	Each time it comes up in the turn order, 2% of max HP Recovering	[Appraisal] High-quality Moss-covered Relic, Moss-covered Relic
Healing Prayer Staff	—	5800	295	96	broken	3	Recovers 2 MP each time your turn comes around	[Treasure] Dragon Palace Temple
Seeker's Staff	75000	15000	319	96	broken	1	—	[Shop] Chielaroco Weapon Workshop
Crystal Mace	—	18000	330	96	broken	1	—	[Drop] Saiocropos
Comet Staff	91500	18300	350	96	Break	1	—	[Shop] Swordsmith "Spade" / [Appraisal] Corrupted Weapon
Budding Spirit Staff	300000	60000	366	96	Break	4	Restores 4 MP each time your turn comes around	[Shop] Rigno Village
Exorcising Annihilation	137300	27460	385	96	Break	2	Damage to undead increases by 50%	[Shop] Swordsmith "Spade", Neura Spa [Appraisal] Fine Corrupted Wea pons, Corrupted Weapon
White Snow Staff	—	38200	390	96	Break	3	Light attribute attack power increases by 20%	[Treasure] Giant Face of Heaven
Savior's Holy Staff	—	40000	400	96	Break	4	All stats +5	[Drop] Jet-Black Homo Fulcilo
Staff of the Healing King	—	—	420	99	Break	4	Do not become charmed, stunned, forgetful, asleep, or enraged.	After defeating the Demon King's servant Butera, examine the place where it was defeated
Bodhisattva's Light Rod	—	—	500	99	Blunt	4	Mag +5 / Light attribute attack power +30% increases	Eupha learns the Archetype at 36 to learn the class

Bowgun

Equipment Artillery | Attack range Ranged

Items	Buy Price	Sale Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Innocent Bowgun	—	—	120	99	Pierce	1	—	Obtained upon first learning the artillery-type Archetype
猟 Human Bowgun	8070	1614	144	99	Pierce	1	—	【Shop】 Weapon Shop "Actis Workshop"/ 【Appraisal】 Sand-covered weapon
Small Oni Ancient Bow	—	500	160.	99	Pierce	2	Strength +1, Agility +1	【Drop】 Bowman Goboln Est

■ Weapon: Crossbow

Item	Buy Price	Sale Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Scorpion Bow	' -	2400 170		99	Pierce	2	Agility +2 / When using a normal attack, there is a certain chance of inflicting severe poison	[Treasure] Inside the Great Sand Worm's belly
Damascus Bow	—	2290	177 99 Thrust 1				—	[Appraisal] Sand-covered weapon / [Drop] Noble Skeleton Bow
Navy Shot	18900	3780	213 99 Piercing 1				—	【Shop】 Swordsmith Galeo / 【Appraisal】 Tide Rusty weapon
White Hawk's Bow	—	4200	220 99 Pierce			212	Purification Possible	【Gathering】 Flying Tank Caladrius
Whalebone Bow	—	5670 237 99 Thrust					—	【Appraisal】 High-quality tide-rusted weapon
Great Eagle's Strong Bow	—	4200	260 99 Thrust				STR +3, AGI +3 / Damage to bird monsters increased by 50%	【Purification】 White Hawk Bow
Veteran Harp Bow	39750	7950 269 99 Pierce 1					—	【Shop】 Armor Shop "Shirika" / [Drop] Bow Goborun-Reego
Heavy Wisteria Bow	—	12220	284 99		Pierce 1		—	【Appraisal】 Moss-covered weapon / 【Drop】 A Arent · Magical Leaf Tree Species
Yoiichi's Bow	—	6500 299. 99			Pierce 3		Always hits the maximum number of times	[Treasure] Tower of Blind Faith
Ranger Bow	74400	14880	313 99 Pierce 1				—	[Shop] Chielaroco Weapon Workshop
Prototype Crossbow	—	—	320 99		Pierce	4	Recovers 2 MP each time your turn comes around	Spend time with Neuras at the event on 09/06
Crystal Bow	—	18000 328 99			Pierce Pierce Pierce -222-23	Piercing Flame Ice Thunder Pierce	—	【Drop】 Arent · Cold-climate Species
Flame Bow	91000	18200 333 99					—	[Shop] Chielaroco Weapon Workshop
Ice Rain Bow	91000 18200 333 99						—	[Shop] Chielaroco Weapon Workshop
Lightning Bow	91000	18200 333 99					—	[Shop] Chielaroco Weapon Workshop
Comet Bow	92400	18480 351 99					—	【Shop】 Swordsmith "Spard", Gatherer Fazian
Orichalcum Bow	138600	27720 389 99					MP recovers by 2 each time it becomes your turn	【Shop】 Sword Espard", Neuras
Fire God's Flame Bow	—	13100 405 99					Fire attribute attack power increases by 30%	【Drop】 Ferocious Beast Kimenzaan
Moon Goddess's Ice Bow	—	13100 405 99					Ice attribute attack power increases by 30%	【Drop】 Heretic Skelet · Bow
Wild God's Thunder Bow	—	13100	405 99 Pierce			3	"Lightning attribute attack power increases by 30%	【Drop】 Black Homo Oppo
Bow of the Artillery King	—	—	420 99 Pierce			4	Piercing attribute attack power increases by 30%	After defeating the demon king's servant Jarzo, inspect the place where it was defeated afterward
Apollo No. 11	—	—	500 99 Pierce			4	Strength +5, Agility +5 / Always maximum hits Hülkenberg becomes an Archety pe	Learn 36 types

Tachi

Equipment Thief	Attack range	Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Pure Dagger	—	—	120 96		Slash Slash Slash Slash New	1 -123 --2-	—	Obtained when Heisame joins
Nameless: Uchigatana	—	' '	140 96				—	Heisame's initial equipment
Sand-Glass Dagger	10500	2100 160 96					—	[Shop] Weapon Shop "Actis Workshop"
Beast-Grip Dagger	—	2800 180 96					When performing a normal attack, a certain chance of inflicting severe poison	[Drop] Killer
Hypnosis Blade: Kyoshiro	—	3800 190 96					When performing a normal attack, a certain chance to inflict sleep	[Treasure] Grape Castle
Ninja Sword	20200	4040 222 96 Slash 1					—	【Shop】 Swordsmith Galeo / 【Appraisal】 Tide Rusty weapon
Water-Mirror Dagger	—	4600235 96 Slash 1					—	[Drop] Liberalist Roger
Assassination Blade・Cherry Blossom	—	8500 240 96			Slash Slash	1	Dark attribute attack power increases by 20%	[Treasure] Tomb of Sorrow
Stiletto	40000	8000 274 96					—	[Shop] Weapons Shop "Silica" / [Appraisal] Moss-covered item
Kitchen Knife・Filleting	' '	9000 280 96 Almighty 3					—	[Drop] Homofleimo
Dragon-Patterned Dagger	—	12600 290 96 Slash 1					—	[Appraisal] High-quality moss-covered weapon, Moss-covered item
Ninja Blade Fire	—	6640 292 96			Flame Slash, New Wind Slash	32 421	—	[Treasure] Dragon Blessing Capital
Iron Blade・Wabi-Sabi	80000	16000 300 96					Damage to plant-type enemies increases by 50%	[Shop] Weapon shop "Silica"
Silent	—	—	320 96				Recover 2 MP each time your turn comes around	Spend time with Hyzame in the 09/06 event
Fūma Dagger	90000 18000 335 96						—	[Shop] Chielaroco Weapon Workshop
Comet Dagger	92600	18520 352 96					—	[Shop] Swordsmith "Spade" / [Appraisal] Corrupted Blade
Assassination Blade・Shishiba	138900	27780 394 96 Slash				2344	Dark attribute attack power increases by 20%	[Shop] Swordsmith "Spado" / [Appraisal] High-quality magicked blade
Ninja Blade・Shiranui	—	38000 410 96 Fire					—	[Treasure] Giant Face of Heaven
Demolition Blade・Maguro	—	40000 420. 96 Slash					Damage to Ningen-type enemies increases by 50%	[Drop] Jet-black Homo Fios
Thief King's Dagger	—	—	420 99 Slash				AGI +5/Slash attribute attack power increases by 30% increased	After defeating Jalso, the servant of the Demon King, examine the place where he was defeated

■ Weapons: Greatsword

Item	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Goemon's Secret Blade	—	—	500	99	Universal	4	Speed +8 / Increases the success rate of Steal skills	Hyzame learns 40 kinds of Archetypes

Dagger

Equipment: Clown | Attack range: Ranged

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Innocent Dagger	—	—	120	99	Pierce	1	—	Obtained when first learning a Jester-line Archetype
Silver Dagger	7900	1580	139	99	Pierce	1	—	[Shop] Weapon Shop “Actis Workshop”
Crimson Fang Knife	—	4600	148	99	Pierce	2	Purification Possible	[Treasure] Abandoned Grave
Damascus Dagger	—	2260	168	99	Pierce	1	—	[Drop] Noble Skelet・Sword
Cinquedea	19000	3800	210	99	Pierce	1	—	[Shop] Swordsmith Gareo / [Appraisal] Tide Rusted relic
Fleeting Dagger	—	8000	211	99	Pierce	2	Speed +5 / Can be purified	[Gathering] Grave of Sorrow
Crimson Twin-Fang Sword	—	4600	222	99	Fire	2	Inflicts burn with a certain probability during normal	[Purification] Crimson Fang Knife
Pirate Knife	—	2960	225	99	Pierce	2	—	[Appraisal] Rusted relic
Kamaitachi's Twin Blades	—	8000	253	99	Pierce	2	SPD +5 / At battle start, automatically increases everyone's accuracy and evasion	[Purification] Dagger of the Moment
Wolf Fang Dagger	39200	7840	268	99	Pierce	1	—	[Shop] Weapons Shop "Shirika" / [Appraisal] Moss-covered relic
Sylph Knife	—	6000	291	99	Wind	3	On normal attacks, a certain chance to inflict Sleep	[Treasure] Bandit Hideout
Dragon Dance Dagger	80000	16000	292	99	Pierce	3	MP cost 0 Synthesis power x1.5	[Shop] Weaponsmith "Spad" / [Appraisal] High-quality moss-covered relic
Main Gauche	75400	15080	312	99	Pierce	1	—	[Shop] Chielaroco Weapon Workshop
Crystal Knife	—	17000	338	99	Pierce	1	—	[Drop] Loveless, King of Revelry
Comet Dagger	93000	18600	350	99	Pierce	1	—	[Shop] Swordsmith "Spad" / [Appraisal] Corrupted Weapon
Orichalcum Dagger	139500	27900	388	99	Pierce	2	MP recovers by 2 each time you take your turn	[Shop] Swordsmith “Spade” / [Appraisal] High-quality Magla-corrupted weapons
Jester Knife	—	26000	390	99	Pierce	3	MP consumption 0 Synthesis potency 1.5x	[Treasure] Mt. Urukano
Gambler Knife	—	38000	399	50	Pierce	4	Always crits on normal attack hit	[Treasure] Giant Face of Heaven
Demon King of Fools' Dagger	—	—	420	99	Pierce	4	Doubles the power of synthesis with 0 MP cost	Defeat Jarlozo, the Demon King’s servant Investigate the place where it was defeated later
Joker Knife	—	—	500	99	Pierce	4	Because the result of the random-effect skill is good, species	Heismay learns an Archetype 36 Learn species

war fan

Equipment: Strategist | Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Pure War Fan	—	—	130	97	Piercing	1	—	Obtain upon first learning the Commander-line Archetype
Ebony War Fan	9180	1836	157	97	Piercing	1	—	[Shop] Weapon Shop "Actis Workshop"
Commander’s War Fan	17200	3440	189	97	Piercing	2	At the start of battle, automatically increases hit and evasion	[Shop] Weapon Shop "Actis Workshop"
Mother-of-Pearl War Fan	19660	3932	215	97	Piercing	1	—	[Shop] Swordsmith Galeo / [Appraisal] Tidal Rusty Relic
Strategic General’s War Fan	—	7700	220	97	Pierce	2	Purifiable	[Treasure] Tower of Evil Sight
Admiral’s War Fan	—	3154	230	97	Pierce	1	—	[Appraisal] Rusted relic
Chancellor’s War Fan	—	7700	256	97	Pierce	2	Magic +3 / At the start of battle, automatically increases everyone’s defense	[Purification] Wisdom General’s War Fan
Judge’s War Fan	—	7820	268	97	Piercing	1	—	[Appraisal] Moss-Covered Strange Device
Fire-Starting Fan	—	11240	285	97	Piercing	3	Fire-element attacks deal 20% more damage	[Treasure] Dragon Palace Temple / [Appraisal] High-Quality Moss-Covered Strange Device
Kara Incense War Fan	—	7500	290	97	Piercing	3	Damage to insect-type enemies increases by 50%	[Drop] Great Sacred Tree Arent
Ice Crystal War Fan	—	12100	303	97	Piercing	3	Ice-element attacks deal 20% more damage	[Drop] Leogron
Fan of the Heatwave Master	77600	15520	317	97	Thrust	1	—	[Shop] Chielaroco Weapon Workshop
Fan of the Brave General	—	40000	330	97	Pierce	3	Purifiable	[Drop] Geocroops (Quest)
Magical Crystal Fan	—	17800	332	97	Pierce	1	—	[Appraisal] Crystal Weapon
Comet Fan	95600	19120	355	97	Pierce	1	—	[Shop] Swordsmith "Spado" / [Appraisal] Magical Corruption Weapon
Fan of the Warrior General	—	40000	380	97	Pierce	4	Magic +5 / At battle start, automatically raises everyone's attack power	[Purified] Fan of the Brave General

Weapons: gunbai

Items	Purchase value	Sale Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Victor's gunbai	143400	28680	390	97	Pierce	2	At battle start, automatically increases everyone's defense by	[Shop] Swordsmith "Spado" / [Appraisal] Demonic-corrupted weapon
Gunbai: Wind, Forest, Fire, Mountain	—	38600	400	97	Strike	3	Wind attribute attack power increases by 30%	[Treasure] Unknown Ruins
Gunbai・Bishamonten	—	38600	400	97	Pierce	3	Ice attribute attack power increases by 30%	[Treasure] Unknown Ruins
Blazing War Fan	—	38600	410	97	Pierce	4	Fire attribute attack power increases by 30%	[Drop] Jet-Black Homuriano Ho Muriano
Strategist King's War Fan	-	—	420	99	Pierce	4	Deadly poison, illness, paralysis, curse, burn, frostbite; demon king's servant. it will not become	After defeating Sabara, Investigate the place where it was defeated
Sleeping Dragon's Command Fan	—	—	500	99	Pierce	4	Magic +5 / All-element attack power increases by 30%	when Strohl learns 36 archetypes

Abacus

Equipment: Merchant — Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Pure Abacus	-	-	90	96	Durability	1	—	Obtained upon first learning the Merchant-line Archetype
Black Iron Abacus	—	590	114	96	Destruction	1	—	[Appraisal] Rusted Weapon
Silver Abacus	—	1336	133	96	Destructible	2	—	[Appraisal] Rusted Weapon
Ebony Abacus	8250	1650	140	96	Destroy	2	—	[Shop] Weapon Shop "Actis Workshop"/ 【Appraisal】 Sand-covered weapon
Clerk's Abacus	—	6000	165	96	Break		Purification Possible	[Treasure] Abandoned Grave
Frugal Person's Abacus	—	6000	203	96	Broken		Luck +3 / Reduces the cost of money skills	[Purification] Apprentice's Abacus
Investor's Abacus	-	6000	203	96	Broken		Luck +3 / Money skill power and cost doubled	[Purification] Apprentice's Abacus
Nouveau Riche's Abacus	18900	3780	212	96	Broken	1	—	[Shop] Blade and Sword Gareo / [Appraisal] Salt-rusted weapon
Connoisseur's Abacus	55500	11100	227	96	Break	2	All stats +2 / Damage to shapeshifter-type creatures increases by 50%	[Shop] Weapon Shop "Actis Workshop"
Coral Abacus	—	7260	233	96	Break	2	When an enemy is defeated in command battle, HP is restored	[Appraisal] High-quality salt-rusted weapon
A Do-or-Die Abacus	—	7560	260	50	Break	3	Normal attacks always crit on hit	[Treasure] City of Dragon Blessing
Obsidian Abacus	39400	7880	265	96	Durability	1	—	[Shop] Armaments Shop "Silica" / [Appraisal] Moss-covered strange device
Celestial Abacus	-	10000	285	96	Break	1	Magic +3	[Gathering] Tower of Blind Faith / [Appraisal] High-quality moss-covered strange device
Magic Crystal Abacus	—	17000	334	96	Break	1	—	[Appraisal] Crystal weapon
Exquisite Abacus	250000	50000	350	96	Break	3	All stats +3 / Recover 2 MP every time it becomes your turn	[Shop] Chielaroco Weapon Workshop
Abacus of an Ambitious Tale	—	39000	355	96	Break	3	Purification Possible	[Treasure] Giant Face of Heaven
Comet Abacus	90900	18180.	357	96	Break	1	—	【Shop】Bladesmith "Spado"/【Appraisal】 Demon-corroded weapon
Echigoya Abacus	136350	27270	390	96	Break	2	Money skill power and consumption doubled	[Shop] Swordsmith "Spade" / [Appraisal] High-quality Magla-corrupted weapon
Golden Wing Abacus	—	39000	405	96	Break	4	AGI +5, Luck +5 / Money skill consumption halved	[Purification] Abacus of a Hero in the Making
God of Fortune Abacus	-	20000	410	96	Break	4	Money skill power and consumption x3	[Drop] Jet-black Homo-Pent, swindler Gin (2nd time)
Merchant King's Abacus	-	—	420	99	Broken	4	Luck +5/ Money skill consumption greatly reduced	after defeating the Demon Lord's servant Butera Investigate the place where it was defeated
Fortune Abacus	—	—	500	99	Broken	4	Luck +5/ Money skill consumption none	The protagonist learns 36 Archetypes

扇

Equipment: Masked Dancer — Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Innocent Fan	—	—	150	98	Slash	1	—	Obtained when Junah joins
Copper Iron Fan	—	-	190	98	Slash	1	—	Junah's initial equipment
Ebony Fan	18760	3752	214	98	Slash	1	—	[Shop] Swordsmith Galeo
Lady's Silver Fan	35140	7028	232	98	Slash	2	On normal attacks, has a chance to inflict Charm	【Shop】 Galeo of Swords
Sea Hawk Fan	40000	8000	272	98	Slash	1	—	[Shop] Weapon shop "Silica"
Calming Osmanthus Fan	69900	13980	288.	98	Slash	2	Does not become enraged	[Shop] Weapon shop "Silica"
Flame Dance Fan	—	8220	290	98	Slash	3	Fire attribute attack power increases by 20%	[Treasure] Ritual Grounds

Weapon: Fan

Item	Buy Price	Sale Price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Bountiful Harvest Fan-Sickle	—	16000	300	98	Slash	2	Increases damage to plant-type enemies by 50%	[Appraisal] High-quality moss-covered weapon, High-quality moss-covered relic
Star Performer's Fan	74800	14960	318	98	Slash	1	—	[Shop] Chielaroco Weapon Workshop
Trendy Fan	—	—	320	98	Slash	4	Recovers 2 MP each time your turn comes around	Spend time with Junah at the 09/06 event
Magic Crystal Fan	—	18000	335	98	Slash	1	—	[Appraisal] Crystal weapon
Comet Fan	95500	19100	359	98	Slash		—	[Shop] Bladesmith "Spado" / [Appraisal] Corrupted weapon
Rakshasa Woman's Immortal Fan	—	44000	360	98	Slash	3	Fire-element attack power increases by 20%/ Can be purified	[Treasure] Mansion of the Celestials
Fire-Warding Magic Fan	300000	60000	377	98	Slash	4	Fire affinity becomes "Resistant"	[Shop] Rigno Village
Snowmelt Magic Fan	300000	60000	377	98	Slash	4	Ice affinity becomes "Resistant"	[Shop] Rigno Village
Thunder-Repelling Magic Fan	300000	60000	377	98	Slash	4	Thunder affinity becomes "Resistant"	[Shop] Rigno Village
Wind-Quelling Magic Fan	300000	60000	377	98	Slash	4	Wind affinity becomes "Resistant"	[Shop] Rigno Village
Queen's Jewel Fan	143200	28640	399	98	Slash	2	Cannot become charmed	[Shop] Swordsmith "Spud" / [Appraisal] High-quality Magla-corrupted weapon
Fire Goddess's Divine Fan	—	44000	410	98	New	4	Magic +5/ Fire attribute attack power increases by 30% increases	[Purification] Rakshasa Woman's Hermit Fan
Masked Ball King's Fan	—	—	420	99	Slash	4	Evasion rate against Slash, Pierce, and Strike attributes becomes 1.15 times higher	after defeating the Demon King's servant Sabara Check the place where it was defeated
Femme Fatale's Fan	—	—	500	99	Slash	4	魔 +5/ All-attribute magic power increases by 25% increases	Juna learns 40 types of archetypes master

Ringed staff — Equipment: Summoner — Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rare	Effect	Main Acquisition Methods
Pure Staff	—	II	200	96	Blunt	1	—	Obtained when Eupha joins
Mother Priestess's Staff	—	—	250	96	Blunt	1	—	Eupha's initial equipment
Steel Staff	—	8100	262	96	Blunt	1	—	[Drop] Leogriff
Ascetic's Staff	—	13350	291	96	Broken	2	When defeating an enemy in command battle, HP recovers	[Drop] Homo Pent
Evangelist's Staff	73300	14660	315	96	Broken	1	—	[Shop] Chielaroco Weapon Workshop
Shrine Maiden Dance Staff	—	—	320	96	Strike	4	Recovers 2 MP each time your turn comes around	Spend time with Eupha in the 09/06 event
Magic Crystal Staff	-	18400	330	96	Strike	1	—	[Appraisal] Crystal weapon
Comet Staff	98600	19720	357	96	祇	1	—	[Shop] Swordsmith "Spard" / [Appraisal] Magla-corrupted weapon
Vermilion Flame Staff	—	19800	360	96	壊	3	Fire-element attack power increases by 20%/ Can be purified	[Appraisal] High-quality Magla-corrupted staff weapon
Black Winter Staff	—	19800	360	96	Blunt	3	Ice attribute attack power increased by 20%/ Purifiable	[Appraisal] High-quality Magla-corrupted staff weapon
White Thunder Staff	—	19800	360	96	Blunt	3	Lightning attribute attack power increased by 20%/ Purifiable	[Appraisal] High-quality Magla-corrupted staff weapon
Azure Gale Staff	—	19800	360	96	Blunt	3	Wind attribute attack power increased by 20%/ Purifiable	[Appraisal] High-quality Magla-corrupted staff weapon
Spirit-Calling Staff	147900	29580	390	96	Break	2	HP recovers when an enemy is defeated in command battles	[Shop] Swordsmith "Spad" / [Appraisal] Corrupted magic rod weapon
Banishing Justice Staff	—	20000	395	96	Break	3	Damage to Undead increases by 50%	[Drop] High Priest Hyperik
Vermilion Bird Staff	—	24000	415	96	Break	4	Fire attribute attack power increases by 30%	[Purification] Vermilion Flame Staff
Black Tortoise Staff	—	24000	415	96	Break	4	Ice attribute attack power increases by 30%	[Purification] Black Winter Staff
White Tiger Staff	—	24000	415	96	Break	4	Lightning attribute attack power increases by 30%	Purificat白雷の] Staff
Azure Dragon Staff	—	24000	415	96	Break	4	Wind attribute attack power increases by 30%	[Purification] Blue Gale Staff
Summoning King's Staff	—	—	420	99	Broken	4	Magic +5 / Max MP increased by 30%	After defeating the Demon King's servant Margot Examine the place where it was defeated
Kannagi's Staff	—	—	500	99	Broken	4	Reduced synthesis press icon consumption species	Yufa learns an Archetype for 40

Axe

Equipment: Berserker | Attack range: Melee

Items	Buy Price	Selling price	Attack Power	Accuracy	Attribute	Rarity	Effect	Main Acquisition Methods
Pure Axe	—		230	95	Slash	1	—	Obtained when Basilio joins
"Double-Bladed Axe 'Flying Cat'	—	—	280	95	Slash	1	—	Basilio's starting equipment
Hunter Axe	77900	15580	320	95	Slash	1	—	[Shop] Chielaroco Weapon Workshop
Crystal Axe	—	18100	340.	95	Slash	1	—	[Drop] Guptauron
Comet Axe	99000	19800	355	95	Slash	1	—	[Shop] Swordsmith "Spardo" / [Appraisal] Large weapon of miasmic corruption
Crusher Destroyer	—	46000	370	95	Slash	3	Can be purified	[Treasure] Giant Face of Heaven
Beast-Slaying Grudge Axe		20000	390	95	Slash	3	Damage to Beast-type enemies is increased by 50%	[Treasure] Mt. Urukano
Blazing War Axe	148500	29700	400	95	Slash	2	When performing a normal attack, has a chance to inflict Burn	[Shop] Swordsmith "Spade" / [Appraisal] High-quality large weapon of miasmic corruption
Flame Axe	—	10000	408	95	Fire	3	—	[Drop] Oldemos
Icicle Axe		10000	408	95	Ice	3	—	[Drop] Bandit Chief Sistas
Murderer's Blood Axe			415	95	Slash	3	When performing a normal attack, has a chance to inflict Curse	[Drop] Murderer Binka
Berserker King's Axe			420	99	Slash	4	Damage of skills that ignore affinities is increased by 50%	After defeating the Demon King's servant Margot Examine the place where it was defeated
Decapitating Axe Catastrophe	—	46000	430	95	Slash	4	Damage from Attribute attacks is increased by 20%	[Purification] Destroyer Axe
Pangu's Divine Axe	—	—	500	99	Slash	4	Damage from Strike attacks is increased by 30%	Basilio learns 40 archetype classes

Armor

Heavy Armor

Equipment: Warrior, Knight, Berserker, Monarch

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Chain Mail	—	—	75	0		Endurance +1	Hulkenberg's initial equipment
Iron Mail	3450	690	90	0	1	Endurance +2	[Shop] Chronia Armor Shop
Silver Mail	—	1600	115	0	1	End +3	[Appraisal] High-quality Rusted Armor/ [Drop] Louis Army · Sword Captain
Brigandine	—	1980	150	0	1	End +3	[Quest] No. 27 Reward
Scale Armor	—	3000	170	0	1	End+4	[Appraisal] High-quality Sand-Covered Armor
Navy Armor	18000	3600	200	0	12	End+4	[Shop] Armor Shop "Jūō Mujin"
Heavy Armor	—	7500	210	0		End+5 / Can be purified	【Gathering】 Flying Tank Caladrius
Nue Armor	—	7000	220	0	1	End+5	[Drop] Manjura
Maximilian	40000	8000	240	0	2	End+5 / Cannot become paralyzed	[Shop] Armor Shop "Jūō Mujin"
Muscle Armor	—	7500	250	0	2	Def +5 / Max HP increases by 30%	[Purification] Heavy Armor
White Mail		9400	250	0		Can be purified 3 times	[Treasure] City of Blessings
Coral Mail	—	8500	270	0	1	Def+6	[Treasure] Ritual Grounds/[Appraisal] Moss-Covered た Armor
Mirror Mail		9400	300	0	3	Def+6 / Light affinity becomes "Resistant"	[Purification] White Mail
Demon Mail	—	9400	300	0	3	Def+6 / Dark affinity becomes "Resistant"	[Purification] White Mail
Comet Heavy Armor	84000	16800	320	0	1	Def+6	[Shop] Chronia Armor Shop
Golden Armor	300000	60000	350	0	4	Slash attribute affinity becomes "Resistance"	[Store] Rigno Village / [Drop] Homo-San Drow
Orichalcum Mail	126000	25200	370	0	1	Durability +7	[Store] Kronia Armor Shop / [Appraisal] Corrupted Heavy Armor
Hihiirokane Armor		20000	380	0	4	Durability +7 / Slash affinity becomes "Resistant"	[Drop] Jet-Black Homo-Kasco
Bishamon Armor	—	20000	380	0	4	Durability +7 / Pierce affinity becomes "Resistant"	[Drop] Pudetron
Great Vow Armor	—	20000	380	0	4	Durability +7 / Strike affinity becomes "Resistant"	[Drop] Leogrophon
Armor of the Three Dragon Pillars	—	30000	400	0	4	Strength +5, Endurance +5 / Fire affinity becomes "Nul"	[Quest] Complete No. 74, 75, and 76

Clothing

Equipment: All Archetypes

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Fairy Clothes	—	—	10	20	1	Gallica Exclusive	Gallica's Initial Equipment
Pure Clothes	—	—	30	0		—	Unlocked when "Studying Archetypes" is available に Obtain
Traveler's Clothes	—	—	35	2	1	—	Protagonist's starting equipment
Leather Breastplate	—	—	38	0	1	—	Stroll's initial equipment

Armor: Clothes

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
National Army Soldier's Breastplate	—	'	40	002020	1	—	Grias starting equipment
Sergeant's Military Uniform	—	300.	50		2	Endurance +1, Speed +1	【Drop】 Captain Kringel
Bone Vest	1100	220	55		1	—	[Shop] Traveling Merchant Galinago
Mining Work Clothes	—	600	58		21	Purification Possible	【Treasure】 Nord Abandoned Mine
Black Iron Breastplate	—	430	72			—	【Appraisal】 Rusty Armor
Gran Jacket	2200	440	74	3	1	—	【Shop】 Chronia Armor/【Appraisal】 Faded Old Clothes, Rusty Armor
Researcher's Lab Coat	—	944	92	4	1	Magic +1	[Appraisal] High-quality faded used clothes
Silver Breastplate	—	1080	93	-43-502155205	1- 2 - 22 - 22--	—	[Appraisal] Rusted Armor
Soundless Clothes	—	'	104		1	Speed +1	Hayzame's initial equipment
Foreman Jacket	—	600	105			Endurance +3 / Reduces damage when struck by an attack exploiting your weakness	[Purification] Mining Work Clothes
Damascus Vest	7700	1540 123				—	[Shop] Armor Shop “Ekaran”
Hermit's Clothes	20000	4000 130				—	[Shop] Armor Shop “Ekaran”
Skeleton Soldier's Breastplate	—	270	134			Endurance +2	[Drop] Soldier Skeleton - Bow
Sand Glass Breastplate		2600	146		1	—	[Appraisal] High-quality Sand-Covered Armor /[Quest] No. 28 Reward
Sand Silk Blouse	—	2160	150			Evasion rate against Pierce-type attacks increases by 1.15x	[Treasure] Abandoned Grave
Godspeed Clothes	—	2025	155			Speed +5	[Treasure] Criante Castle
Fairy Thread Blouse	—	II	160		1	—	Juna's initial equipment
Sailor's Clothes	—	3810	170		1	—	[Appraisal] Clothes Soiled by the Sea Breeze
Navy Vest	16500	3300 190			1	—	[Shop] Armor Shop “Juuou Musou”
Pirate Clothes	—	4824196		6	1	—	[Appraisal] Clothes Soiled by the Sea Breeze
Noble Tuxedo	50000	10000 200			1	All stats +1	[Shop] Kronia Armor Merchant
Shell Vest	—	4660 208		3	1	—	[Appraisal] Clothes Soiled by the Sea Breeze
Healing Breastplate	35000	7000	220	2	2	Recovers 2% of maximum HP each time your turn comes around	[Shop] Armor Shop “Juuou Musou”
Kafutan Reef	26200	5240 233		6	1	—	[Shop] Weaponsmith "Spad" / [Appraisal] Moss-covered old clothes
Stone Lion Breastplate	—	5850 237		3	3	Purifiable	[Drop] Rock Manjura
Spike Vest	—	6000 240		3	1	—	[Appraisal] Moss-covered Heavy Armor
Passionate Wrap		7500 242		6	2	Strength +5 / Purifiable	[Quest] No. 49 Reward
Demonic Beast Breastplate		—	245	3	1	—	Basilio's starting equipment
Rainbow Butterfly Garment	—	6570 245		7646	2	Cannot become charmed	[Appraisal] Moss-covered Old Clothes
Vampiric Garment	—	4200	250		3	HP recovers when an enemy is defeated in command battles	[Treasure] Circle's Sign
Fuskamp	—	8290 255			2	Reduces damage when a weakness is struck	[Appraisal] Moss-covered Heavy Armor
Sturmbrio	—	4200 255			2	Evasion rate against Wind becomes 1.4 times higher	[Drop] Homo Strom
Snow Wolf's Winter Coat	40600	8120 269		7	1	—	[Shop] Holy Peak Armor
Vanguard's Sash	—	7500 270		6	2	Strength +5 / Damage taken halved when struck by	[Purification] Passionate Wrap
Rune Tunic	75900	15180 282		8	2	an enemy's preemptive attack Strength +3, Magic +3 / Automatically def	[Shop] Holy Shore Armor
Stone Cuirass	—	5850 287		3	3	Endurance +5 / Spear-type affinity becomes "Resistance"	[Purification] Rock Lion Cuirass
Red Lion Cuirass	—	15000 300		4	3	Can be purified	[Drop] Lava Manjura
Orichalcum Jacket	—	15600 305 8			1	—	[Fixed] Eclipse Rags
Comet Cuirass	80000	16000 307		4	1	—	[Shop] Chronia Armor Shop
Orichalcum Vest	120000 24000 340			5	1	—	【Shop】 Chronia Armor/【Appraisal】 Eclipse Armor
Celestial Feather Robe	—	20000 340		8	4	All stats +5	[Treasure] Mansion of the Celestials
Sealed Flame Cuirass		18000 350		4	4	Fire affinity becomes "Null"	Give 38 gold items to the old man who likes insects
Royal Suit		21360 350		9	1	—	[Appraisal] Eclipse Heavy Armor
Crimson Rock Cuirass		15000 354		4	3	Endurance +5 / Fire affinity becomes "Resistant"	[Purification] Red Lion Cuirass
Three Dragon Pillar Robe	—	24000 360		8	4	Strength +5, Magic +5 / Fire affinity becomes "Null"	[Quest] Complete one of No. 74, 75, or 76
Hero's Cuirass	—	27000 380 5			4	All stats +5	[Gathering] Heavenly Giant Face

clerical robe

Equipment Mage, Healer, Masked Dancer, Summoner, Lord

Item	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Pilgrim's Cape	1000	200	50	0	1	Magic +1	[Shop] Traveling Merchant Galinago
Novice Surcoat	2250	450	70	0	1	Magic +2	[Shop] Kronia Armor Merchant / [Gathering] Regalis Cathedral
Pure White Robe	—	1200	88	0	2	Mag +2 / Evasion against Dark attributes becomes 1.15 times higher	[Appraisal] High-quality faded used clothes

Armor: Robe

Item	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Priest's Cape	—	1068	89	0	1	Magic +2	[Drop] Death Noble Mornet
Dark-Exorcising Robe	—	1900	100	0	3	Mag +3 / Evasion against Dark attributes becomes 1.15 times higher	[Treasure] Regalis Cathedral
Desert Robe	—	1640	120	0	1	Magic +3	[Appraisal] Sand-covered Armor / [Drop] Curse Goboron Este
Silver-Embroidered Robe	10300	2060	139	0	1	Magic +3	[Shop] Armor Shop "Ekaran" / [Appraisal] Sand-covered Armor
Broken Monk's Robe	—	4474	175	0	1	Magic +4	[Appraisal] Sea-breeze-stained Old Clothes
Absorbing Robe	—	7275	190	0	2	Restores MP when an enemy is defeated in command battle	[Appraisal] High-quality Sea-breeze-stained Old Clothes
Priestess's Robe	—	—	220	0	1	Magic +4	Eupha's initial equipment
Canvas Cape	—	5800	225	0	1	Magic +4	[Treasure] Tower of Evil Sight
Doudunu	30000	6000	244	0	1	Magic +5	[Shop] Weapons and Armor Shop "Shirika"
Jet-Black Cape	39500	7900	260	0	1	Magic +5	[Shop] Weapons Shop "Silica" / [Drop] Curse Magic Goborun Rigo
Academic Robe	—	8000	260	0	2	Magic +7	[Drop] Senkotsu Magireto
Mystic Robe	59200	11840	275	0	1	Magic +6	[Shop] Holy Peak Armor
Opera Cape	—	12000	285	0	1	Magic +6	[Treasure] Montario Festival Opera House
Full Moon Robe	100000	20000	288	0	3	All stats +3 / Evasion against Dark attacks increases by 1.4 times	[Shop] Weapon shop "Silica"
Archbishop's Ceremonial Robe	78800	15760	301	0	1	[illegible] +7	[Shop] Clonia Armor Shop / [Appraisal] Corrupted Old Clothes
King's Robe	118200	23640	330	0	1	Magic +7	[Shop] Clonia Armor Shop, Neura S/ [Appraisal] Corrupted Old Clothes
Undead King's Garb	—	16000	340	0	3	Magic +5 / Dark affinity becomes "Resistance"	[Drop] Mordirich
Great Sage's Robe	—	20000	350	0	4	All stats +5 / Max MP increased by 30%	[Treasure] Unknown Ruins
Robe of the Three Dragon Pillars	—	25000	380	0	4	Magic +5, Endurance +5 / Fire affinity becomes "Null"	[Quest] Complete any two of No. 74, 75, and 76

Secondary Armor

[Helm

Equipment: Warrior, Knight, Berserker, Monarch

Item	Buy Price	Sale Price	Defense Power	Evasion	Rare	Effect	Main Acquisition Methods
Iron Helm	—	-	13	0		Endurance +1	Hulkenberg's starting equipment
Bone Helm	—	675	30	0	1	Endurance +2	[Drop] Man-Eating Manjura
Damascus Helm	—	1260	40	0	1	Endurance +2	【Fallen】Rockworm Lord Valmo
Black-Dyed Armet	—	1300	50	0	1	End +3	【Drop】Homo Casco
Marine Helmet	7000	1400	60		1	End +3	【Shop】Armor Shop "Jū Mujin" / 【App 【Appraisal】Salt-rusted small armor
Viking Helm	—	2036	70	0	1	End +3	【Appraisal】High-quality salt-rusted small armor / 【Drop】Goborn Reego
Aizen Myoo's Helm	—	2700	77	0	2	All Stats +1	【Gathering】Jaken Tower
Hard Scale Helm	12500	2500	85	0	1	End+4	[Shop] Weapon shop "Silica"
Pure White 兜	—	7600	90	0	3	End+5 / Can be purified	[Treasure] Ritual Grounds
Spangenhelm	—	2954	95	0	1	Endurance +4	【Treasure】Circle's Sign
Comet Helm	35400	7080	120	0	1	End+5	【Shop】Kronia Armor Merchant, Gatherer Fazian
Fire Rat Hide Helmet	—	7600	120	0	3	Endurance +5 / Light attribute attack power increased by 20%	【Purification】Pure White Helm
Golden Bird Feather Helmet	—	7600	120	0	3	Endurance +5 / Light attribute attack power increased by 20%	【Purification】Pure White Helm
Orichalcum Helm	53100	10620	150	0	1	Endurance +6	【Shop】Kronia Armor Merchant, Nueras
Kaiser Helm	—	20000	200	0	4	Strength +5, Magic +5, Endurance +5	[Collection] Dread King Star

Crown

Equipment: Lord

Items	Buy Price	Sale Price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Supreme Crown	—	—	155	0	4	At the start of the turn, one Press Icon is added / The protagonist can learn 32 archetypes	/Exclusive to the protagonist

[Body Gold

Equipment: Seeker, Warrior, Knight, Brawler, Gunner, Thief, Jester, Tactician, Merchant, Berserker, Sovereign

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Headband	—	—	18	2	1	—	Heismay's initial equipment
Iron Headpiece	—	454	26	3	1	—	[Drop] Homo Fios, Homo Fios (event battle)
Silver Headpiece	3550	710	37	445567580	-22-212-	—	[Shop] Armor Shop 'Ekaran' / [Appraisal] High-quality sand-seat light armor
Master Headpiece	—	1480	39			Evasion rate against Slash attacks becomes 1.15 times higher	[Treasure] Inside the Great Sandworm's belly
Master Craftsman's Hachimaki	15000	3000	60			Evasion rate against Strike attacks becomes 1.15 times higher	【Shop】 Armor Shop "Unfettered"
Tooth-Decorated Headband	8140	1628	72			—	【Shop】 Weapon Shop "Silica"
Mind's Eye Headband	—	3940	75			Evasion rate against Slash-type attacks becomes 1.15 times higher	[Appraisal] Moss-covered Small Armor
Bathing Chain Head Towel	22800	4560	80			—	[Shop] Holy Shore Armor
Master's Headband	—	4840	80			Evasion rate against Pierce attacks becomes 1.15 times higher	[Treasure] Bandit Hideout
Magic Crystal Headband	—	5000	88			—	[Appraisal] Crystalline Small Armor
Comet Headband	34200	6840	97	9	1	—	[Shop] Kronia Armor Merchant, Gatherer Fajian
Skilled Headband	—	9000	99	9999	4	Can be purified	[Drop] Homo Marhela
Desperate Headband	51300	10260	110		1	—	【Shop】 Kronia Armor Merchant, Nueras
Swordmaster's Headband	—	9000	120		4	Evasion rate against Slash-type attacks becomes 1.4 times higher	[Purification] Skilled Headband
Spear Saint's Headband	—	9000	120		4	Evasion rate against Thrust-type attacks becomes 1.4 times higher	[Purification] Skilled Headband
Hammer Craftsman's Headband	—	9000	120		4	Evasion rate against attributes becomes 1.4 times higher	[Purification] Skilled Headband
Headband of Clear Mirror, Still Water	—	13000	125	10	4	Evasion rate against Slash, Thrust, and Strike-type attributes becomes 1.15 times higher	[Gathering] Dread King Star

[Hat

Equipment: Seeker, Mage, Fighter, Healer, Gunner, Thief, Jester, Merchant, Summoner, Monarch

Items	Buy Price	Sale Price	Defense	Evasion	Rare	Effect	Main ways to obtain
Fairy Hair Ornament	—	—	29121 24	0	1	For Gallica only	Gallica's initial equipment
Feathered Hat	400	80		0	1	Magic +1	[Shop] Traveling Merchant Galinago
Apprentice monk's hood	600	120		0	1	Magic +2	[Shop] Chronia Armor Shop
Top hat	—	350		0	1	Magic +2	[Drop] Hex Goborn
Sun-shielding straw hat	—	440	21	0	2	Magic +2 / Evasion against Fire attribute is 1.15 times becomes	【Drop】 Homofurukiro
Lady's sun hat	—	1140	42	00	1	Magic +3	[Treasure] Abandoned Grave
Black Hood	—	1780	54		1	+3	【Appraisal】 Fine Salt-Rusted Small Armor Rusty Small Armor
Head chef's hat	—	2400	63		212213	Magic +3 / Does not become Dazed	[Quest] No. 41 Reward
Shrine maiden's hair ornament	—		70			Magic +4	Eupha's initial equipment
Hat of tranquility	—	3800	82		2	Magic +4 / Does not become Enraged	[Treasure] Dragon Palace Temple
Hat of awakening	—	3800	82			Magic +4 / Does not become Sleeping	[Treasure] Dragon Blessing Capital
Priest's zucchetto	20400	4080	85			Magic +4	[Shop] Holy Equipment
Magic crystal hair ornament	—	4860	93			Magic +4	[Appraisal] Crystalline Small Armor
New moon hair ornament	—	6000	100			Magic +5 / Does not become Charmed	[Drop] Ice Beast Kimenzaan
Comet hair ornament	30600	6120	105	0	1	Magic +5	[Shop] Kronia Armor Merchant, Gatherer Fajian
Archbishop's miter	45900	9180	122	0	1	Magic +6	【Shop】 Kronia Armor Merchant, Nueras
Forget-me-not hair ornament	—	9500	125	0	3	Magic +5 / Cannot become afflicted with Forgetfulness	[Gathering] Heavenly Giant Face
Crown of the World Tree	—	12000	130	0	4	Magic +5 / Cannot become afflicted with Charm, Stun, Forgetfulness, Sleep, or Rage	[Quest] No. 70 Reward

Gloves

Equipment: All Archetypes

Items	Buy Price	Sale Price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Pure Gloves	—	—	3	0	1	—	Unlocked when "Archetype Studies" is unlocked Obtained at
Leather Gloves	—	—		0	1	Strength+1	Strohl's Starting Equipment
Horsehide Gauntlets	—	—		0	1	Strength+1	Grius's starting equipment
Miner's Gloves	400	80	10		1	Strength+1	[Shop] Traveling Merchant Galinago
Black Iron Gauntlets	650	130	13	0	1	Strength +2	【Shop】 Kronia Armor Shop / 【Treasure】 Nord Abandoned Mine / 【Appraisal】 Rusted Hand Armor
Sterilized Gloves	—	765	18	0	2	Strength+1, Magic+1/ Cannot be afflicted with disease	[Treasure] Regalis Cathedral

Sub-armor Gloves

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Silver Vambraces	—	392	21	0	1	STR +2	[Appraisal] Rusted hand armor
Desert Gloves	3350	670	39	0	1	STR +1, MAG +1	[Shop] Armor Shop "Ekaran" / [Appraisal Appraisal] Sand-Covered Armor
Sand Silk Gloves	—	1000	43 3	0 0111			[Appraisal] High-quality sand-covered light armor /[Drop] Hiasame (2nd time)
Naval Steel Gauntlets	7540	1508	52	0	1	STR +2, MAG +2	[Shop] Armor Shop "Jūō Mujin" / [Appraisal] Salt-Rusted Small Armor
Ogre Gauntlets	—	2080	55	0	2	Can be purified	[Drop] Orgo
Magical Glove	—	1800	56	0	-221-2122	Strength 魔, +2	[Appraisal] Salt-Rusted Small Armor
Disinfecting Feather Gloves	'	2000	66	0		Strength +2, Magic +2 / Cannot become poisoned	[Drop] Cocados (Quest)
Masurao's Vambrace	—	2080	70	0		Strength +4 / At the start of battle, automatically increases attack power	[Purification] Oni-Shin's Gauntlet
Hard Scale Vambrace	8270	1654	74	0		Strength +3	[Shop] Weapon shop "Silica"
Vampraise	—	—	75	0		Strength +3	Basilio's starting equipment
Gauntlet of Fortune	—	3000 77		0		Luck +10 / Wearer's A-EXP gained is 1.5 times	[Arena] Bronze Rank 1
Lacquered Gauntlets	—	3390	79	0		Strength +3	[Appraisal] Moss-covered Small Armor
Jellyfish-Repelling Gloves	—	3600	80	0		Strength +3, Magic +3 / Cannot become paralyzed	[Arena] Bronze Rank 3
Fireproof Mittens	—	2800	81	0		Strength +2, Magic +2 / Cannot become burned	[Treasure] Dragon Blessing Capital
Golden Gauntlet	' '	5000	82	0	4	Luck +5	[Drop] Golden Homo Tenta
Dragon-Claw-Blocking Gauntlet	—	11000	88	0	4	Strength +6 / Slash affinity becomes "Resistant"	Give 25 Golden Bugs to the old man who likes insects
Magic Steel Gauntlet	—	4800	93	0	1	Strength +4	[Appraisal] Crystalline Small Armor
Climbing Gloves	' '	4130	95	0	3	Strength +3, Magic +3 / Does not become Frozen	[Quest] No. 56 Reward
Valkyrie Bracers	' '	5800	99	0	3	Strength +5, Endurance +5	[Treasure] Tower of Insolence, Mt. Urukano
Rune Bracers	60000	12000	100	0	2	Strength +3, Magic +3 / At the start of battle, automatically att Attack Power Up	[Shop] Holy Peak Armor
Jewel Gloves	31000	6200	102	0	1	Strength +3, Magic +3	[Shop] Chronia Armor Shop
Comet Gauntlet	30100	6020	110	0	1	Strength +5	[Shop] Chronia Armor Merchant, Gatherer Fajian
Demon-Sealing Bracers	—	12400 110		0	4	Can be purified	[Treasure] Giant Face of Heaven
Royal Gloves	—	9300 126		0	1	Strength +3, Magic +3	[Appraisal] Magic-Defiled Old Clothes
Archbishop's Gloves	—	7000 128		0	3	Strength +4, Magic +4 / Does not become cursed	[Treasure] Unknown Ruins
Ruriko Light Gloves	—	12400 130		0	4	Strength +4, Magic +4 / Severe poison, disease, paralysis, curse, Cannot be burned or frozen	[Treasure] Giant Face of Heaven
Orichalcum Vambraces 45150		9030 134		0	1	Strength +6	【Shop】Kronia Armor Merchant, Nueras
Asura's Vambraces	—	12400 135 0			4	Elemental attack power increases by 30%	[Purification] Demon-Sealing Vambraces
Yaksha's Gauntlet	—	12400 135		0		Pierce attack power increases by 30%	[Purification] Demon-Sealing Vambraces
Rakshasa Gauntlets	—	12400 135				Strike attack power increases by 30%	[Purification] Demon-Sealing Vambraces

Shoes

Equipment | All Archetypes

Items	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Traveler's Shoes	—	—	4	1	1	AGI+1	Protagonist's starting equipment
Miner's Safety Boots	—	330	10	2	2	AGI+1, END+1	[Treasure] Nord Abandoned Mine
Leg Guard	600	100	13	0	1	Endurance +1, Agility +1	[Shop] Traveling Merchant Galinago
Black Iron Greaves	750	150	16	0	1	Endurance +1, Agility +1	[Shop] Chronia Armor Shop
Guard's Greaves	821 118	1125	22	0	2	Purification Possible	【Treasure】Berega Corridor
Silver Greaves		404	26	0	1	Endurance +1, Speed +1	[Drop] Squad Captain Skelet・Bow
Red Dance Shoes	' '		30	3	1	Agility +2	Junah starting equipment
Sand Mouse Greaves	3000	600	34	0	1	Endurance +2, Agility +2	[Shop] Armor Shop "Ekolaan"
Monk's Clogs	—	1000 36		3	2	Purifiable	[Treasure] Underground Ossuary
Guardian Greaves	—	1125	39	0	21	Endurance +2, Agility +2 / At the start of battle, automatically increases defense	[Purification] Guardian Greaves
Jewel Shoes	—	1140 44		3		Agility +2	[Appraisal] High-quality light armor for the sand-seated section
Sage Clogs	' '	1000	45	4	2	Agility +2 / Recover 2% of max HP each time your turn comes around	[Purification] Monk's wooden clogs
Espadrilles	6980	1396	50	40	2	Speed +3	[Shop] Armor Shop "Jūō Mujin"
Brave Guard	40000	8000 60				All stats +2 / Damage taken halved when the enemy gets the first strike	[Shop] Armor Shop "Echaran"
Matador Shoes	—	1800	61	4	2	Speed +3 / Evasion rate against Pierce attacks becomes 1.15x	【Gathering】Flying Tank Caladrius
Golden Tap Shoes	—	2500	63	14	1	Speed +4	[Appraisal] Moss-covered Small Armor

■ Secondary armor: Shoes

Item	Buy Price	Selling price	Defense	Evasion	Rare	Effect	Main Acquisition Methods
Scale Boots	—	2860	70	5	1	Spd +4	[Appraisal] Rusted Small Armor
Trekking Boots	25800	5160	83	6	1	Spd +5	[Shop] Sacred Armor
Giant Turtle Greaves	—	3000	85	0	3	Endurance +2, Agility +2 / At the start of battle, automatically increases defense	[Treasure] Dragon Blessing Capital
Hare's Greaves	—	3000	85	0	3	Def +2, Spd +2 / At battle start, automatically raises Accuracy and Evasion	[Treasure] Dragon Blessing Capital
Fire Spirit's Red Long Boots	45000	9000	88	5	2	SPD+4 / Evasion rate against fire属性 is multiplied by 1.15	[Shop] Armory "Silica"
Blue Boots of the Ice Spirit	45000 9000		88	5	2	SPD+4 / Evasion rate against ice属性 is multiplied by 1.15	[Shop] Armory "Silica"
Yellow Boots of the Thunder Spirit	45000	9000	88	5	2	SPD+4 / Evasion rate against lightning属性 is multiplied by 1.15	[Shop] Weapon shop "Silica"
Green Boots of the Wind Spirit	45000	9000	88	5	2	SPD+4 / Evasion rate against wind属性 is multiplied by 1.15	[Shop] Armory "Silica"
Pure White Tabi	—	13800	105	6	4	Purification Possible	[Treasure] Unknown Ruins
Comet Greaves	34800	6960	110	0	1	Endurance +3, Speed +3	[Shop] Kronia Armor Merchant, Gatherer Fajian
"Pumps Pika	49800	9960	122	7	1	Speed +6	[Shop] Kronia Armor Shop, Neuras
Royal Boots	—	11000	125	8	1	Speed +5	[Appraisal] Erosion-Soaked Old Clothes
Red Footwraps of the Fire God	—	13800	125 7		44443	Fire attribute affinity becomes "Reflect"	[Purification] Pure White Footwraps
Blue Footwraps of the Ice God	—	13800	125 7			Ice attribute affinity becomes "Reflect"	[Purification] Pure White Footwraps
Yellow Footwraps of the Thunder God	—	13800	125	779		Lightning attribute affinity becomes "Reflect"	[Purification] Pure White Footwraps
Green Footwraps of the Wind God	—	13800	125			Wind attribute affinity becomes "Reflect"	[Purification] Pure White Footwraps
Sandalwood Straw Sandals	—	10000	129			Speed +7	[Drop] Cocasadros
Shin Guards of Quick Recovery	—	13000	130	0	4	Recovers 4% of max HP each time your turn comes around/ Purifiable	[Defeated] Cocamordos (Bounty)
Orichalcum Greaves	52200	10440	135	0	1	Endurance +3, Agility +3	[Shop] Kronia Armor Merchant, Nueras
Fierce Tiger Greaves	—	11600	138	0	3	Endurance +3, Agility +3 / At the start of battle, automatically increases attack power	[Appraisal] High-quality heavy armor tainted by magic
Great Greaves	—	13000	150	0	4	Endurance +4, Agility +4 / Recovers 6% of max HP every time your turn comes around	[Purification] Recuperative Greaves
Benkei's Greaves	—	15000	165	0	4	Once per battle, survive an attack that would reduce HP to 0 with 1 HP when hit	[Gathering] Heavenly Giant Face

Accessories

Magical device | Equipment: All Archetypes

Item	Buy Price	Selling price	Rare	Effect	Main Acquisition Methods
Fire Magic Device	—	500	1	Can use "Fire Magic"	[Appraisal] Mysterious accessory / [Drop] Louis Magic troop soldier
Flame Magic Device	50000	10000	1	Can use "Flame Magic"	[Shop] Raiken Magic Trading Company / [Treasure] Underground Ossuary
Blazing Magic Device	100000	20000	3	Can use "Blazing Magic"	[Shop] Raiken Magic Trading Company
Ice Magic Device	—	500	1	Can use "Ice Magic"	[Appraisal] Mysterious accessory
Snow Magic Device	50000	10000	1	Can use "Ice Snow Magic"	[Shop] Raiken Magic Trading Company
Great Glacier Magic Device	100000	20000	3	Can use "Great Glacier Magic"	[Shop] Raiken Magic Trading Company
Thunder Magic Device	—	500	1	Can use "Thunder Magic"	[Appraisal] Mysterious accessory
Lightning Magic Device	50000	10000	1	Can use "Lightning Magic"	[Shop] Raiken Magic Trading Company
Lightning Bolt Magic Device	100000	20000	3	Can use "Lightning Bolt Magic"	[Shop] Raiken Magic Trading Company
Wind Magic Device	—	500	1	Can use "Wind Magic"	[Treasure] Regalith Cathedral / [Appraisal] Mysterious accessory
Storm Magic Device	50000	10000	1	"Magic Storm" can be used	[Shop] Raiken Magic Trading Company
Wind Magical Device	100000	20000	3	"Magical Wind" can be used	[Shop] Raiken Magic Trading Company
Light Magical Device	—	650	1	"Magical Light" can be used	[Drop] Louis Army · Magic Captain
Holy Magical Device	55000	11000	1	"Sacred of Magic" can be used	[Shop] Raiken Magic Trading Company
Sacred Magical Device	110000	22000	3	"Magical Sacred" can be used	[Shop] Raiken Magic Trading Company
Dark Magical Device	—	650	1	"Magical Dark" can be used	[Treasure] Criante Castle
Nether Magical Device	55000	11000	1	"Nether of Magic" can be used	[Shop] Raiken Magic Trading Company
Underworld Magical Device	110000	22000	3	"Maid of Magic" can be used	[Shop] Raiken Magic Trading Company
All-Purpose Magical Device	130000	26000	3	"Universal of Magic" can be used	[Shop] Raiken Magic Trading Company
All-Powerful Magic Device	990000	198000	4	"Magic Omnipotence" can be used	[Shop] Raiken Magic Item Shop

Accessory: Magic Device

Items	Buy Price	Selling price	Rare	Effect	Main Acquisition Methods
Devotion Magic Device	—	100	1	Can use “Magic Devotion”	[Quest] No. 21 Reward
Revival Magic Device	—	20000	3	Can use “Magic Revival”	[Arena] Silver Class 3
Might Formation Magic Device	97500	19500	2	Can use “Magic Might Formation”	[Shop] Raiken Magic Shop/ [Appraisal] High-quality mysterious accessory
Fortress Formation Magic Device	97500	19500	2	"Magic Iron Wall Formation" can be used	[Shop] Raiken Magic Shop/[Appraisal] High-quality mysterious accessory
Magical Device of the Rapid Formation	97500	19500	2	"Magic Rapid Formation" can be used	[Shop] Raiken Magic Shop/[Appraisal] High-quality mysterious accessory
"Power-Charging Magical Device	130000	26000	3	"Magic Power Charge" can be used	[Shop] Raiken Magic Item Shop
Transcendence Magical Device	130000	26000	3	"Magic Transcendence" can be used	[Shop] Raiken Magic Trading Company
Magical Device of the Debilitation Formation	19500		2	"Magic Debilitation Formation" can be used	[Appraisal] High-quality mysterious accessory/ [Drop] Liberalist Roger

Amulets, talismans, and earrings

Equipment | All Archetypes

Items	Buy Price	Sell Price	Rare	Effect	Main Acquisition Methods
Amulet of Purity	—	—	-	—	Obtained when “Archetype Study” is unlocked
Travel Amulet	—	—	-	—	Protagonist’s initial equipment
Fairy Amulet	—	—	-	Gallica Only	Gallica’s initial equipment
Order of the True Knight	—	—	-	—	Hulkenberg's initial equipment
Talisman for Domestic Safety	—	—	-	—	Heismay's initial equipment
Priestess’s Proof	—	—	-	—	Eupha’s initial equipment
Decorative Cloth of Twin Threads	—	—	-	—	Basilio's starting equipment
Noble Crest	—	—	-	—	Stroll's initial equipment
Raw Garnet	—	—	-	—	Grius’s initial equipment
Rainbow Scales	—	—	4	All stats +5	Spend time with Gallica at the 08/16 event
Raden bracelet	—	—	4	All stats +5	Spend time with Strohl at the 08/16 event
Unicorn Whale Horn	—	—	4	All stats +5	Spend time with Hulkenberg at the 08/16 event
Falco’s Ankle Ring	—	—	4	All stats +5	Spend time with Heismay at the 08/16 event
Pearl Stacked Ring	—	—	4	All stats +5	Spend time with Junah during the 08/16 event
White Sand Rose	—	—	4	All stats +5	Spend time with Basilio during the 08/16 event
Wooden Whistle	—	—	4	All stats +5	Spend time with Fidelio during the 08/16 event
Bracelet of Mighty Strength	2500	500	1	Strength +3	[Shop] Komero Village / [Appraisal] Rusted Accessory
Witch’s Earrings	2500	500	-	魔 +3	[Shop] Komero Village / [Treasure] Belega Corridor / [Appraisal] Rusted Accessory
Sturdy Charm	2400	480	1	End +3	[Shop] Komero Village / [Treasure] Nord Ruins Mine / [Appraisal] Rusted Accessory
Swift Anklet	2400	480	-	Speed +3	[Shop] Komero Village / [Appraisal] Rusted Accessory / [Drop] Ru Army · Spear Infantry
Lucky Orb	2250	450	-	Luck +3	[Shop] Komero Village / [Treasure] Regalis Cathedral / [Appraisal] Rusted Accessory
Power Bracelet	5000	1000	-	力 +6	[Shop] Nidia’s Shopkeeper / [Appraisal] Tide Rusted Accessory / [Drop] Guptaros
Sage's Earrings	—	1000	1	Magic +6	[Appraisal] Tide Rusted Accessory / [Drop] Kadabritch (Quest)
Iron Wall Charm	—	980	1	Endurance +6	[Appraisal] Tide Rusted Accessory / [Drop] Goborun King (Bounty)
Fleet Anklet	—	980	1	Speed +6	[Treasure] Bandit Hideout / [Appraisal] Salt-Rusted Accessory
Lucky Orb	—	950	1	Luck +6	[Appraisal] Salt-Rusted Accessory
Vajra Strength Bracelet	—	2000	1	Strength +9	[Appraisal] Corrupted Accessory
Immortal Earrings	—	2000	1	Magic +9	[Gathering] Abandoned Road / [Appraisal] Corrupted Accessory
Invincible Talisman	—	1800	1	Endurance +9	[Appraisal] Corrupted Accessory
Godspeed Anklet 9000		1800	1	Speed +9	[Shop] Nidia's Shopkeeper / [Appraisal] Corrupted Accessory

Accessories: charms, amulets, earrings

Items	Buy Price	Selling price	Rare	Effect	Main Acquisition Methods
Orb of Great Fortune	—	1660	1	Luck +9	[Appraisal] Eclipse Accessory
Omni Crystal Fragment	—	5000	2	All Attributes +2	[Treasure] Abandoned Grave
Omnipotent Crystal	—	10000	3	All Attributes +4	[Quest] No. 48 reward
Almighty Crystal Flower	—	20000	4	All Attributes +8	[Drop] One Who Devours the Souls of All People
Anti-Poison Mask	7350	1470	-	Cannot become severely poisoned	[Shop] Dark Magic Hall, Magic Shop 'Deep [Sea Phantom Dream' / [Drop] Cocacados
Disease-Free Glasswork	5600	1120	-	Cannot become diseased	[Shop] Ishkia's Painter
Numbness-Proof Permanent Magnet	8400	1680	-	Does not become paralyzed	[Shop] Dark Magic Shop, Magic Shop "Deep Sea Dream" / [Drop] Demolition Shop Goddard
Amulet of Exorcism	9000	1800	-	Prevents Curse status	[Shop] Dark Magic Shop, Magic Shop "Deep Sea Dream" Curse Shop "Keft"
Fireward Glassware	5600	1120	-	Prevents Burn status	[Shop] Ishkia's Painter / [Treasure] Underground Ossuary, Criante Castle
Portable Hand Warmer	—	1500	-	Prevents Frostbite status	[Treasure] Montario Festival Opera House
Narcissus Brooch	—	2500	3	Mag +15, Luck +15 / Prevents Charm status	[Drop] Beauty Incarnate Milo
Garlic Scent Pouch	8750	1750	-	Does not become Dazed	[Shop] Dark Magic House / [Appraisal] Saka Yellowtail Scent Pouch / [Drop] Gangafro
Forget-me-not Scent Pouch	10700	2140	-	Does not become Forgetful	[Shop] Dark Magic Hall, Magic Shop 'Deep "Sea Fantasy" / [Drop] Ostroflo
Mint Scent Pouch	11600	2320	-	Does not fall asleep	[Shop] Dark Magic Hall, magic shop "Deep Sea Fantasy"/ [Appraisal]
Small Bottle of Tranquility	6000	1200	-	Does not become enraged	Dusty-scented sachet [Shop] Komero Village
Healing Bell	20000	4000	-	Recover 4% of max HP each time it becomes your turn	[Shop] Nydia's shopkeeper / [Treasure] Abandoned tomb
Great Healing Sacred Bell	—	6000	4	Recover 6% of max HP each time it becomes your turn	[Drop] Arent, temperate species, Saio Clopos (bounty target)
Crescent Moon Medallion	—	8000	24	Recover 4 MP each time it becomes your turn	[Drop] Kokamordos, Treasure Immitex (Quest)
Waning Moon Medallion	—	12000		Restores 6 MP every time your turn comes around	[Arena] Silver Rank 1
Regalia of Gaius		—	4	Fully restores HP and MP after battle	Obtainable after defeating the Red Dragon of the Apocalypse
Charm of Warding Against Venom		6000	4	All stats +3 / Cannot be afflicted with Poison, Disease, Paralysis, Curse, Burn, or Frostbite	Give 12 gold items to the insect-loving old man Hand them over
Red Monocle	20000	4000	2	During stormy weather, evasion against slash, pierce,	[Shop] Rigno Village
Blue Monocle	20000	4000	2	strike, and almighty physical attacks becomes	[Shop] Rigno Village
Yellow Monocle	20000	4000	2	guaranteed critical. Evasion against fire attacks	[Shop] Rigno Village
Green Monocle	20000	4000	2	becomes 1.4 times higher Evasion against ice	[Shop] Ligno Village
White Monocle	—	5000	2	attacks becomes 1.4 times higher Evasion against lightning attacks becomes 1.4 times higher	[Gathering] Abandoned Road
Black Monocle	—	5000	2	Evasion against wind attacks becomes 1.4 times higher Evasion against light attacks becomes 1.4 times higher Evasion against dark attacks becomes 1.4 times higher	[Treasure] Unknown Ruins
Flame Talisman	50000	10000		Fire affinity becomes "Resistant"	[Shop] Dark Magic Hall, Magic Shop 'Deep "Sea Dream', Curse Shop 'Keft'
Ice Amulet	50000	10000	2	Ice affinity becomes "Resist"	[Shop] Dark Magic Hall, Magic Shop 'Deep "Sea Dream', Curse Shop 'Keft'
Thunder Amulet	50000	10000	2	Thunder affinity becomes "Resist"	[Shop] Dark Magic Hall, Magic Shop 'Deep "Sea Dream', Curse Shop 'Keft'
Wind Amulet	50000	10000	2	Wind affinity becomes "Resist"	【Shop】 Dark Magic Hall, Magic Shop "Shin "Kaigenmu' Sorcery Shop "Keft'
Light Amulet	60000	12000	2	Light affinity becomes "Resist"	[Shop] Dark Magic Hall, Magic Shop 'Deep "Kaigenmu" Sorcery Shop "Keft"
Exorcising Glasswork	60000	12000	2	Dark affinity becomes "Resist"	[Shop] Ishkia's Painter
Slash-Resistant Tapestry	—	5000	2	Slash affinity becomes "Resist"	【Drop】 Montario Army Spearman
Arrow-Breaking Pillow	—	5000	2	Pierce affinity becomes "Resistance"	【Drop】 Mountain man Jin (1st time)
Chipped Hammer Glassware	60000	12000	2	Blunt damage affinity becomes "Resistant"	[Shop] Ishkia's Painter
Bodyguard's Tenugui	27500	5500	2	Halves Press Icon consumption while defending	[Shop] Dark Magic Hall, Magic Shop 'Deep Kaigenmu' Sorcery Shop "Keft'
Ring of Rough Waves	15000	3000	2	During stormy weather, physical attacks of slash, pierce, strike, and almighty attributes always become critical	【Shop】 Nidia's shopkeeper
Overprotective Collar	—	1400	4	Reduces damage when a weakness is struck	[Treasure] Dragon Blessing Capital
Book of All-or-Nothing	—	8860	3	Critical damage x2	【Arena】 Gold Rank 1
Pioneer's Banner	—	5000	2	If in the front row, attack power increases	【Drop】 Geocyclops
Master Thief's Pipe	—	8860	2	Success rate of steal skills increases	【Treasure】 Criante Castle
Shadow Clone Human Figure	49000	9800	2	Can act twice in a row	【Shop】 Dark Magic Hall, Magic Shop "Shin "Kaigenmu', Sorcery Shop "Keft"
Bond Chain	—	8000	2	Skills whose effects increase when there is an Archetype of the same type, The maximum effect can be obtained alone	【Arena】 Silver Class 1

1 GAME SYSTEM
2 PARTY& FOLLOWER
3 STORY&GUIDE
4 FIELD MAP
5 DATA FILE

<Data analysis>

Item Data Accessories

Accessories: Charms, talismans, and earrings

Items	Buy Price	Selling price	Rare	Effect	Main Acquisition Methods
Guidebook of the Rationalist	120000	24000	3	Reduces the Press Icon consumption of Synthesis by 1	[Shop] Dark Magic Shop, Magic Shop "Shin "Kaigenmu" Sorcery Shop "Keft"
Grand Marshal's sash	—	8000	3	Synthesis MP cost becomes 3 times as much, and power increases to 2	[Arena] Gold Rank 1
Avoid Ring	150000	30000	3	times When you evade an enemy attack, all of the enemy's Press Icons are consumed	【Shop】 Dark Magic Hall, Magic Shop "Shin "Sea Illusion Dream" Sorcery Shop "Keft"
Asher's Mirror of Reversal	—	12000	4	Slash, Pierce, and Strike affinities become "Reflect"	[Drop] Golden King Homo Tenta
Atilt's Mirror of Reversal	—	12000	4	Fire, Ice, Lightning, Wind, Light, and Dark attribute affinities become "Reflect"	[Drop] Silver Queen Homo Tenta
Ring of the Hero King	—	15000	4	All attribute affinities except All-power become "Null"	[Drop] The Crimson Dragon of Revelation
Prototype Ring	40000	8000	1	The wearer's acquired A-EXP becomes 1.5 times	【Shop】 Nidia's shopkeeper

Mask

Equipment Masked Dancer

Items	Buy Price	Selling price	Rare	Effect	Main Acquisition Methods
Seeker's Mask	—	—	2	Can use Seeker abilities, and attribute affinities change	Junah starting equipment
Mask of the Seeker of Magic	—	—	3	You can use the Magic Seeker's abilities, and affinity will change.	Special Experiment of the Mask (P.085)
Mask of the Soul Seeker	—	—	4	You can use the Soul Hacker's abilities, and affinity will change.	Special Experiment of the Mask(P.085)
Magician's Mask	—	—	2	You can use the Magician's abilities, and affinity will change!	Special Experiment of the Mask(P.085)
Sage's Mask	—	—	3	You can use the Wizard's abilities, and affinity will change.	Special Experiment of the Mask(P.085)
Spirit Mage's Mask	—	—	4	Can use the abilities of the Elemental Master, and elemental affinities change	Special Experiment of the Mask (P.085)
Black Mage Mask	—	—	4	You can use the Warlock's abilities, and affinity will change.	Special Mask Experiment (P.085)
Warrior Mask	—	—	2	You can use the Fighter's abilities, and affinity will change.	Special Mask Experiment (P.085)
Gladiator Mask	—	—	3	You can use the Swordmaster's abilities, and affinity will change.	Special Mask Experiment (P.085)
Samurai Mask	—	—	4	You can use the Samurai's abilities, and affinity will change.	Special Mask Experiment (P.085)
Knight's Mask	—	—	2	You can use the Knight's abilities, and affinity will change.	Special Mask Experiment (P.085)
Magic Knight's Mask	—	—	3	Can use Magic Knight abilities, and elemental affinities change	Special Mask Experiment (P.085)
Holy Knight's Mask	—	—	4	Can use Paladin abilities, and elemental affinities change	Special Mask Experiment (P.085)
Dark Knight Mask	—	—	4	Can use Dark Knight abilities, and elemental affinities change	Special Mask Experiment (P.085)
Martial Artist Mask	—	—	2	Can use Monk abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Master Mask	—	—	3	Can use Kung Fu Master abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Fist Saint Mask	—	—	4	Can use Kensai abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Healer Mask	—	—	2	Can use Healer abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Cleric Mask	—	—	3	Can use Priest abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Savior Mask	—	—	4	Can use Messiah abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Gunner Mask	—	—	2	Can use Gunner abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Sharpshooter Mask	—	—	3	Can use Sniper abilities, and elemental affinities change	The Mask's Special Experiment (P.085)
Dragon Gunner Mask	—	—	4	Allows the use of Dragnar abilities, and attribute affinities change	The Mask's Special Experiment (P.085)
Thief Mask	—	—	2	Can use Thief abilities, and affinities change	The Mask's Special Experiment (P.085)
Assassin Mask	—	—	3	Can use Assassin abilities, and affinities change	The Mask's Special Experiment (P.085)
Ninja Mask	—	—	4	Can use Ninja abilities, and affinities change	The Mask's Special Experiment (P.085)
Faker Mask	—	—	2	Can use Faker abilities, and affinities change	The Mask's Special Experiment (P.085)
Patient's Mask	—	—	4	Can use Trickster abilities, and affinities change	The Mask's Special Experiment (P.085)
Strategist Mask	—	—	2	Can use the Commander's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Mask of the Wise General	—	—	3	Can use the General's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Mask of the Master Strategist	—	—	4	Can use the Warlord's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Merchant's Mask	—	—	2	Can use the Dealer's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Mask of the Great Merchant	—	—	4	Can use the Tycoon's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Summoner's Mask	—	—	2	Can use the Summoner's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Mask of the Devil Summoner	—	—	4	Can use the Devil Summoner's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Berserker's Mask	—	—	2	Can use the Berserker's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Destroyer's Mask	—	—	4	Can use the Destroyer's abilities, and attribute affinities change.	The Mask's Special Experiment (P.085)
Dance Mask	—	—	4	Can use the Dance's abilities, and attribute affinities change.	Special Experiment of the Mask (P.085)
Sturdy Mask	—	—	4	An automatic skill that enhances abilities is granted, and attribute affinities change	The Mask's Special Experiment (P.085)
Mask of Magic	—	—	4	It can use all-purpose, Light, and Dark magic, and its attribute affinities change	Special Experiment of the Mask (P.085)
Mask of Strength	—	—	4	斬·突·壊 Can use elemental physical skills, and elemental affinities change	Special Experiment of the Mask (P.085)
Mask of Compassion	—	—	4	Can use healing, treatment, and resurrection magic, and elemental affinities change	Special Experiment of the Mask (P.085)

Outfits

Protagonist
Noble Travel Attire

Main How to Obtain: Protagonist's starting equipment

Protagonist
St. Elmin Academy uniform

Main How to Obtain: [DLC] St. Elmin Academy Uniform & Battle BGM & Battle Jingle Set

Protagonist
Sevens Sisters Academy Uniform

Main Acquisition Methods: [DLC] Seven Sisters Academy Uniform Outfit & Battle BGM & Battle Jingle Set

Protagonist
Gekkoukan Academy Uniform

Main How to Obtain: [DLC] Lunar Magic Academy Uniform Outfit & Battle BGM & Battle Jingle Set

Protagonist
Yatsushin High School Uniform

Main Acquisition Methods: [DLC] Yaso High School Uniform & Battle BGM & Battle Jingle Set

Protagonist
Shuujin Academy High School Uniform

Main How to Obtain: [DLC] Shujin Academy High School Uniform & Battle BGM & Battle Jingle Set

Protagonist
Samurai Costume

Main How to Obtain: [DLC] Samurai Clan Outfit & Battle BGM & Battle Jingle Set

Protagonist
Nawa Seal Academy Uniform

Main How to Obtain: [DLC] Nawa Seal Academy Uniform & Battle BGM & Battle Jingle Set

Protagonist
Hero Outfit

Main How to Obtain: 【DLC】 Job Costume & Battle BGM Set

Strohl
Coat with a Crest

Main How to Obtain: Stroll's initial equipment

Strohl
St. Elmin Academy uniform

Main How to Obtain: 【DLC】 St. Elmin Academy Uniforms & Battle BGM & Battle Jingle Set

Strohl
Sevens Sisters Academy Uniform

Main How to Obtain: 【DLC】 Seven Sisters Academy Uniforms & Battle BGM & Battle Jingle Set

Outfits

Strohl
Gekkoukan Academy Uniform

Main How to Obtain: 【DLC】 Lunar Palace Academy Uniforms & Battle BGM & Battle Jingle Set

Strohl
Yatsushin High School Uniform

Main How to Obtain: 【DLC】 Yashiro High School Uniforms & Battle BGM & Battle Jingle Set

Strohl
Shuujin Academy High School Uniform

Main Acquisition Methods: 【DLC】 Shujin Academy High School Uniforms & Battle BGM & Battle Jingle Set

Strohl
Samurai Warrior Outfit

Main Acquisition Methods: [DLC] Samurai Clan Costume & Battle BGM & Battle Jingle Set

Strohl
Nawa Seal Academy Uniform

Main How to Obtain: [DLC] Jounin Academy Uniform & Battle BGM & Battle Jingle Set

Strohl
Warrior Outfit

Main How to Obtain: 【DLC】 Job Costume & Battle BGM Set

Hulkenberg
Royal Guard Knight Attire

Main Acquisition Method: Hylkenberg Initial Equipment

Hulkenberg
Ermin Academy Uniform

Main How to Obtain: [DLC] Holy Ermin Academy Uniform & Battle BGM & Battle Jingle Set

Hulkenberg
Sevens Sisters Academy Uniform

Main How to Obtain: [DLC] Seven Sisters Academy Uniform & Battle BGM & Battle Jingle Set

Hulkenberg
Gekkoukan Academy Uniform

Main How to Obtain: 【DLC】 Moonlight Hall Academy Uniform & Battle BGM & Battle Jingle Set

Hulkenberg
Yatsushin High School Uniform

Main How to Obtain: [DLC] Yaso Shrine High School Uniform & Battle BGM & Pattle Jingle Set

Hulkenberg
Shuujin Academy High School Uniform

Main How to Obtain: [DLC] Hiden Academy High School Uniform & Battle BGM & Battle Jingle Set

■Outfit

Hulkenberg
Samurai Warrior Outfit

Main Acquisition Methods: [DLC] Samurai-clan Outfit & Battle BGM & Battle Jingle Set

Hulkenberg
Nawa Seal Academy Uniform

Main Acquisition Methods: [DLC] Jomon Academy Uniform &Battle BGM & Battle Jingle Set

Hulkenberg
Paladin Outfit

Main How to Obtain: 【DLC】 Job Costume & Battle BGM Set

Heismay
Shinobi Haori

Main Acquisition Methods: Heismay's initial equipment

Heismay
St. Elmin Academy uniform

Main How to Obtain: [DLC] Saint Ermin Academy Uniform & Battle BGM & Battle Jingle Set

Heismay
Sevens Sisters Academy Uniform

Main How to Obtain: [DLC] Seven Sisters Academy Uniform & Battle BGM & Battle Jingle Set

Heismay
Gekkoukan Academy Uniform

Main Acquisition Methods: [DLC] Moonlight Hall Academy Uniform & Battle BGM & Battle Jingle Set

Heismay
Yatsushin High School Uniform

Main Acquisition Methods: [DLC] Eight Gods High School Uniforms & Battle BGM & Battle Jingle Set

Heismay
Shuujin Academy High School Uniform

Main Acquisition Methods: [DLC] Shujin Academy High School Uniform & Battle BGM & Battle Jingle Set

Heismay
Samurai Warrior Outfit

Main Acquisition Methods: [DLC] Samurai Corps Outfit &Battle BGM & Battle Jingle Set

Heismay
Nawa Seal Academy Uniform

Main How to Obtain: [DLC] Jouin Academy Uniform & Battle BGM & Battle Jingle Set

Heismay
Bushido Outfit

Main How to Obtain: [DLC] Job Costume & Battle BGM Set

Outfits

Junah
Noblewoman's Hunting Attire

Main How to Obtain: Junah starting equipment

Junah
St. Elmin Academy uniform

Main How to Obtain: [DLC] Saint Ermin Academy Uniform & Battle BGM & Battle Jingle Set

Junah
Sevens Sisters Academy Uniform

Main Acquisition Methods: 【DLC】Sevens Sisters Academy Uniform & Battle BGM & Battle Jingle Set

Junah
Gekkoukan Academy Uniform

Main Battle Jingle Set How to Obtain: [DLC] Lunar Magic Academy Uniform Outfit & Battle BGM & Ba

Junah
5 Yasogami High School Uniform

Main How to Obtain: [DLC] Yasogami High School Uniform & Battle BGM & Battle Jingle Set

Junah
Shuujin Academy High School Uniform

Main Acquisition Methods: [DLC] Shujin Academy High School Uniform & Battle BGM & Battle Jingle Set

Junah
Samurai Warrior Outfit

Main How to Obtain: [DLC] Samurai Corps Outfit & Battle BGM & Battle Jingle Set

Junah
Nawa Seal Academy Uniform

Main How to Obtain: [DLC] Jounin Academy Uniform & Battle BGM & Battle Jingle Set

Junah
Bard Outfit

Main How to Obtain: [DLC] Job Costum & Battle BGM Set

Eupha
Hundred-Eye Crest Cloak

Main How to Obtain: Eupha's initial equipment

Eupha
St. Elmin Academy uniform

Main How to Obtain: [DLC] St. Elmin Academy Uniform & Battle BGM & Battle Jingle Set

Eupha
Sevens Sisters Academy Uniform

Main How to Obtain: [DLC] Seven Sisters High School Uniform & Battle BGM & Battle Jingle Set

■Outfit

Eupha
Gekkoukan Academy Uniform

Main Acquisition Methods: [DLC] Moonlight Hall Academy Uniform & Battle BGM & Battle Jingle Set

Eupha
Yatsushin High School Uniform

Main Acquisition Methods: [DLC] Yaso High School Uniform & Battle BGM & Battle Jingle Set

Eupha
Shuujin Academy High School Uniform

Main Acquisition Methods: [DLC] Shujin Academy High School Uniform & Battle BGM & Battle Jingle Set

Eupha
Samurai Costume

Main How to Obtain: [DLC] Samurai Corps Outfit & Battle BGM & Battle Jingle Set

Eupha
Nawa Seal Academy Uniform

Main Acquisition Methods: [DLC] Shujin Academy Uniform & Battle BGM & Battle Jingle Set

Eupha
Shaman Outfit

Main: [DLC] How to Obtain the Job Costume & Battle BGM Set

Pazilio
Rogue's Finest Outfit

Main Acquisition Methods: Basilio's starting equipment

Basilio
St. Elmin Academy uniform

Main Acquisition Methods: [DLC] St. Hermelin Academy Uniform & Battle BGM & Battle Jingle Set

Basilio
Sevens Sisters Academy Uniform

School How to Obtain: [DLC] Seven Sisters High Uni- form & Battle BGM & Bat- tle Jingle Set

Pazilio
Gekkoukan Academy Uniform

Main How to Obtain: [DLC] Gekkoukan High School Uni- form & Battle BGM & Bat- tle Jingle Set

Pazilio
Yatsushin High School Uniform

Main How to Obtain: [DLC] Yaso High School Uniform & Battle BGM & Battle Jingle Set

Basilio
Shuujin Academy High School Uniform

Main How to Obtain: [DLC] Shujin Academy High School Uniform & Battle BGM & Battle Jingle Set

Outfits

Basilio	Basilio	Basilio	Graias
Samurai Warrior Outfit	Nawa Seal Academy Uniform	Mononofu Outfit	Worn-out military uniform
Main How to Obtain: [DLC] Samurai Corps Outfit & Battle BGM & Battle Jingle Set	Main Acquisition Methods: [DLC] Jounin Academy Uniform & Battle BGM & Battle Jingle Set	Main How to Obtain: 【DLC】 Job Costume & Battle BGM Set	Main How to Obtain: Grius's starting equipment

Consumable items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
Medicinal Herb	50	10	Da/Ba	Restores 50 HP to one ally	[Shop] General goods store "Anshin Kampodo" / [Drop] Manslayer Goboron
Healing potion	125	25	Da/Ba	Restores 100 HP to one ally	【Store】 General goods store "Anshin Kampo-do" / 【Drop】 Kapuzado, Noble Skeleton・Sword
High-grade healing potion	450	90	Danba	Restores 200 HP to one ally	【Store】 General goods store "Anshin Yakuhō-do" / 【Drop】 Warrior Skeleton・Spear
Life-saving	1000	200	Daiba	Restore 300 HP to one ally	【Store】 General goods store "Anshin Yakuhō-do" / 【Gathering】 Regalis Cathedral
Elixir	2000	400	Da/Ba	Restore 400 HP to one ally	【Store】 General goods store "Anshin Kampo-do" / 【Treasure】 Ring of Guidance
Immortal medicine pill	1250	250	Da/Ba	Restore 50% of one ally's HP	【Store】 General goods store "Snow Moon Flower Pharmacy" / 【Drop】 Monk Battalion・Spear Soldier, Dismantler Goddard
Divine Pill	10000	2000	Da/Ba	Fully restore one ally's HP	【Store】 Marvha Village / 【Gathering】 Tatsusai no Miyako, Fear King Star / 【Treasure】 Ritual Grounds
Blue cheese	95	19	Da/Ba	Restore 150 HP to one ally	【Store】 Paripas's shopkeeper
Rainbow mold cheese	900	180	Da/Ba	Restore 350 HP to one ally	【Store】 Paripas's shopkeeper
Fairy powder	190	38	Da/Ba	Restore 50 HP to all allies	【Store】 General goods store "Miru Miru-dō" / 【Gathering】 Nord Abandoned Mine / 【Drop】 Nokpuru
Great Fairy Powder	650	130	Da/Ba	Restore 100 HP to all allies	【Store】 General goods store "Black Cat's Claw" / 【Drop】 Giant Moth Nokrumos
Spirit Powder	3250	650	Da/Ba	Restore 200 HP to all allies	【Store】 General goods store "Abyss Hall", Newlas / 【Gathering】 Criante Castle, Dragon Palace Temple
Greater Spirit Powder	—	1500	Da/Ba	Restore 300 HP to all allies	[Gathering] Outlaws' hideout, inside the belly of the Great Sand Worm, Takashukuno City, Heavenly Giant Face
Spiritual Elixir	—	750	Da/Ba	Restore 30% of all allies' HP	[Gathering] Takashukuno City / [Drop] Kimenza
Immortal Elixir	12000	2400	Da/Ba	Restore 50% of all allies' HP	[Shop] General store "Snow Moon Flower Pharmacy," gathering worker Fazian / [Treasure] Criante Castle
Divine Sake Dew	—	6000	Da/Ba	Fully restores the HP of all allies	[Gathering] Tower of Blind Faith, Kyouousei / [Quest] No. 37 Reward
Mixed fruit juice	1000	200	Da/Ba	Restore 30 MP to one ally	[Shop] Entero夫妻's water stall, water seller O Pist, Castor-branded water stall
Premium Natural Juice	7500	1500	Da/Ba	Restore 100 MP to one ally	[Shop] Entero夫妻's water stall
Magic Pellet	250	50	Da/Ba	Restore 20 MP to one ally	[Shop] Comer Village / [Gathering] Northern Border Fortress / [Drop] Serpetia, Papilga, Papilos
Magic Liquid	5000	500	Da/Ba	Restores 50 MP to one ally	[Shop] Newuras / [Gathering] Regalis Great Cathedral / [Drop] Fatrich
Magic injection	—	1000	Da/Ba	Restores 100 MP to one ally	[Gathering] Heavenly People's Residence / [Treasure] Criante Castle [Drop]戦車 Tank Mechanic Lina

■ Consumable Items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
Completely Ruined Road Food	—	5000	Da/Ba	Fully restores the MP of one ally	[Gathering] Fear Planet / [Treasure] Unknown R [Quest] No. 60 Reward
Magic Dragon Blood	—	10000	Da/Ba	Fully restores the MP of all allies	Give one Golden Insect to the old man who likes insects
Dragon Blood Sap	—	10000	Da/Ba	Fully restores the HP and MP of one ally	[Gathering] Heavenly Being's Mansion / [Quest] No. 40 Reward /[Drop] Ice Sogne, One Who Devours Civilization
Warm Manju	3000	600	Da/Ba	Restores 200 MP to one ally	[Shop] Easygoing shopkeeper
Refreshing Manju	3000	600	Da/Ba	Restores 100 MP to all allies	[Shop] Easygoing shopkeeper
Reviva薬	900	180	Battle	Revives one ally from incapacitation with half HP restored	[Shop] General goods store "Anshin Yakuhōdō"/[Gathering] Northern Border Fortress, Criante Castle
Soul-return incense	5000	1000	Battle	Restores one ally from incapacitation with full HP	[Shop] Fermi's Church / [Gathering] Ruinsル Galiss Cathedral / [Treasure] Underground Ossuary
Antidote serum	100	20	Da/Ba	Cures one ally of venom status	[Shop] General Store “Anshin Yakuhōdō” / [Gathering] Regalis Cathedral
Sterilizing holy water	140	28	Da/Ba	Cures one ally of plague status	[Shop] Fermis Seicho Church, General Store “Shin'en-dō” / [Gathering] Regalis Cathedral
Anti-numbness vitamin pills	160	32	Da/Ba	Cures paralysis on one ally	[Shop] General store "Anshin Kampo Hall", town □village / [Gathering] Regalis Cathedral
Holy Bread of Dispel	75	15	Danba	Cures curse on one ally	[Shop] Fermis Sey Church / [Gathering] Regalis Cathedral / [Drop] Death Monk Morneto
Fermis Ointment	65	13	Danba	Cures burn on one ally	[Shop] Fermis Sey Church / [Gathering] Nord Abandoned Mine, Criante Castle
Pungent Wake-Up Medicine	90	18	Battle	Cures daze on one ally	[Shop] General store "Anshin Pharmacy Hall" / [Gathering] Criante Castle
Warm Pack	175	35	Danba	Cures frostbite on one ally	[Shop] General store "Anshin Pharmacy Hall", general store "Abyss Hall"
Sanity Harisen	390	78	Battle	Cures charm on one ally	[Shop] General store "Anshin Kampo Hall", general store "Mirumiru Hall"
Never-Forgotten Notebook	275	55	Battle	Cures forgetfulness on one ally	[Shop] General store "Anshin Pharmacy Hall", general store "Mirumiru Hall"
Awakening Bell	180	36	Battle	Cures sleep on one ally	[Shop] Fermis Sey Church / [Gathering] Criante Castle
Sedative	90	18	Battle	Cures rage on one ally	[Shop] Fermis Sey Church
Ando Nuts	65	13	Battle	Cures anxiety on one ally	[Shop] Masked Shopkeeper, general store "Abyss Hall" / [Drop] Bounty Queen Cazerlina (1st time)
Panacea	2500	500	Da/Ba	Cures one ally’s status ailments	[Shop] General store “Setsugetsuka Pharmacy”, collector Fajian / [Gathering] Heavenly Giant Face
Elixir Panacea	25000	5000	Da/Ba	Cures status ailments of all allies	[Shop] Masked Shopkeeper / [Gathering] King Star / [Treasure] Ritual Grounds
Refreshing Manju	3000	600	Da/Ba	Cures status ailments of all allies	[Shop] Easygoing shopkeeper
Fire Small Bottle	270	54	Battle	Deals 100 fire damage to one enemy	[Shop] Dark Magic Shop, magic shop "Deep Sea Mirage Dream", occult shop "Keft", Hakumine Magic Shop
Fiery Fang	—	100	Battle	Deals 150 fire damage to all enemies	[Drop] Fear Dog Hando, Fear Guard Dog Hando, 狷 Guard Dog Diabundo
Molten Crystal	1250	250	Battle	Deals 200 fire damage to one enemy	[Shop] Dark Magic Shop / [Gathering] Criante Castle / [Drop] Vampire Gelatenos
Fiery Lizard Breath	2500	500	Battle	Deals 200 fire damage to all enemies	[Shop] Dark Magic Shop, magic shop "Deep Sea Mirage Dream" / [Drop] Obsilhas
Ice block	270	54	Battle	Deal 100 ice damage to one enemy	[Shop] Dark Magic Shop / [Gathering] Regalis Cathedral / [Drop] Indigo Homo Tenta
Shattering Ice Crystal	—	100	Battle	Deals 150 Ice damage to all enemies	[Drop] Azure Elementa
Freezing Magic Ice Pillar	1250	250	Battle	Deals 200 Ice damage to one enemy	[Shop] Dark Magic Shop / [Drop] Cuvalhas, Homophios
Snow Woman’s Breath	2500	500	Battle	Deals 200 ice damage to all enemies	[Shop] Dark Magic Shop, Magic Shop “Deep Sea Illusion” / [Drop] Arent・Cold-Climate Species
Thunder Stone	270	54	Battle	Deals 100 lightning damage to one enemy	[Shop] Dark Magic Shop, Magic Shop “Deep Sea Illusion” / [Drop] Raptor Corvo
Lightning Rod	—	100	Battle	Deals 150 lightning damage to all enemies	[Drop] Reginovesp
Electric Drum	1250	250	Battle	Deals 200 damage of lightning属性 to one enemy	[Store] Dark Magic Hall, Magic Shop "Shinkai Gen Yume" / [Drop] Gold Elementa
Thunder Beast's Breath	2500	500	Battle	Deals 200 lightning damage to all enemies	[Store] Dark Magic Hall, Magic Shop "Shinkai Gen Yume" / [Gathering] Tatsushuku no Miyako
Windmill	270	54	Battle	Deals 100 wind damage to one enemy	[Store] Dark Magic Hall, Magic Shop "Shinkai Gen Yume", Curse Shop "Keft", White Peak Magic Hall

■ Consumable Items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
Tornado Bottle	—	100	Battle	Deals 150 wind-element damage to all enemies	[Drop] Noble Skelet, Spear, Homo Oppo
Storm Magic Flute	1250	250	Battle	Deals 200 Wind damage to one enemy	[Shop] Dark Magic House, magic shop "Deep Sea Mirage Dream" / [Drop] Emerald Elementa
Wind Fairy's Breath	2500	500	Battle	Deals 200 Wind damage to all enemies	[Shop] Dark Magic House, magic shop "Deep Sea Mirage Dream" / [Drop] Corvosta the Cruel Bird
Flash Orb	335	67	Battle	Deal 100 Light damage to one enemy	[Shop] Dark Magic House, magic shop "Deep Sea Mirage 『Dream』," sorcery shop "Keft," White Peak Magic House
Holy Ash Bottle	—	120	Battle	Deals 150 Light damage to all enemies	[Gathering] Underground Ossuary, Regalith Cathedral, Dragon Palace Temple
Exorcism Mirror	1400	280	Battle	Deal 200 Light damage to one enemy	[Shops] Dark Enma Magic Hall, magic shop "Shinkai Gen "Dream", curse shop "Keft", Shiramine Magic Hall
Celestial Horse's Breath	2750	550	Battle	Deal 200 Light damage to all enemies	[Shop] Dark Magic Hall, magic shop "Deep Sea Illusion Dream" / [Drop] Homo Luma
Demonic Doll	335	67	Battle	Deals 100 dark damage to one enemy	[Shop] Dark Magic Hall, magic shop "Deep Sea Illusion Dream" / [Drop] Cursed Bone Magileto
Dark Talisman	—	120	Battle	Deal 150 Dark damage to all enemies	[Gathering] Inside the belly of the Great Sand Worm / [Drop] Lamenting Spect
Necrotic Stone	1400	280	Battle	Deals 200 dark damage to one enemy	[Shop] Dark Magic Hall, magic shop "Deep Sea Illusion Dream" / [Drop] Mad Bird Korubo
蛇 King's Breath	2750	550	Battle	Deal 200 Dark damage to all enemies	[Shop] Dark Magic Hall, magic shop "Deep Sea Illusion Dream" / [Drop] Dark Elmenta
Dragon's Breath	—	1000	Battle	Deal 250 Almighty damage to all enemies	[Gathering] Great King Star / [Drop] Evil Dragon Eto, Ice Sogne, Devourer of Civilization
Fatigue	135	27	Battle	Reduces one enemy's attack power for 3 turns	[Shop] General Goods Shop "Black Cat's Claw" / [Drop] Curse Goborn
Powerful Dissolving Liquid	—	88	Battle	Lowers one enemy's defense for 3 turns	[Gathering] Inside the belly of the Great Sand Worm / [Drop] Vampiric Gelatenos, Gelatenos
Capture Rope	570	114	Battle	For 3 turns, one enemy's hit and evasion rates are lowered	[Shop] General Goods Shop "Miru Miru-do" / [Drop] Aquatic Shooper, Terrestrial Shooper
Reset Ticket	2250	450	Battle	Negates all buffs on all enemies	[Shop] General Goods Shop "Setsugekka Pharmacy" / [Drop] Curse 術 Goborn Rigo
Reset Card	2250	450	Battle	Dispels debuffs on all allies	[Shop] General store "Snow Moon Flower Pharmacy" / [Gathering] Celestial Giant Face
Cursed Eye Card	2500	1000	Battle	Lowers one enemy's attack, defense, accuracy, and evasion.	[Shop] Masked shopkeeper / [Gather] Tatsu-no-miyako / [Drop] Saiokuro
Object Hammer	2500	500	Battle	Nullifies the enemy's "Tetrakarn" effect	[Shop] General Goods Store "Shin'en-do" / [Treasure] Criante Castle/ [Drop] Obshiruhasu
Hammer of Magical Ruin	2500	500	Battle	Nullifies the enemy's "Makarakarn" effect	[Shop] General Goods Store "Shin'en-do" / [Gathering] Cave of Sighs,
Deadly Poison Needle	—	30	Battle	Has a certain chance to inflict severe poison on one enemy	Dragon Palace Temple, Tatsuhogi no Miyako [Drop] Vesp
Disease Spores	—	23	Battle	Has a certain chance to inflict sickness on one enemy.	[Drop] Deadfolk Morneto (1) Deadfolk Morneto (2) Deadfolk Morneto (3)
Paralysis Arrow	220	44	Battle	Has a certain chance to inflict paralysis on one enemy.	[Shop] General Goods Store "Anshin Yakuhodo" / [Drop] Archer Goborn
Cursed Charm Card	—	66	Battle	Has a certain chance to inflict curse on one enemy.	[Drop] Spect
Enchanted Lipstick	275	55	Battle	Has a certain chance to inflict charm on one enemy.	[Shop] General Goods Store "Black Cat's Claw" / [Drop] Rui Military Spear Captain
Hollow Tuning Fork	90	18	Battle	Has a certain chance to inflict confusion on one enemy	[Shop] General Goods Store "Setsugekka Pharmacy"
Blank-Hammer	85	17	Battle	Has a certain chance to inflict forgetfulness on one enemy	[Shop] Masked Shopkeeper
Sleep棘	90	18	Battle	Has a certain chance to inflict sleep on one enemy	[Shop] General goods shop "Miru-Miru House" / [Drop] Ra Bovesp
Stone Tablet of Irritation	|	18	Battle: Has a certain chance to inflict rage on one enemy.		[Drop] Statue Gargots
Ariaadne's Thread	100	20	Dungeon: Return to the dungeon entrance		[Shop] General goods shop "Anshin Yakuhō-dō" / [Gather] Regalis Cathedral, Tatsu-no-miyako
Vitality Incense	-	-	Fi/Da	Max HP increases by 5.	[Gather] Regalis Cathedral, Dragon Palace Temple/ [Drop] Golden King Homo Tenta
Stamina Incense	-	-	Fi/Da	Max MP increases by 2.	[Gather] Tatsu-no-miyako / [Treasure] Man-Eating Cave / [Drop] Silver Queen Homo Denta
Strength Incense	—	-	Fi/Da	"Strength" increases by 1	[Gather] Berega Corridor, King Star / [Drop,] Bandit Leader Sistas, Homo Freimo
Magic Incense	-	-	Fi/Da	"Magic" increases by 1	[Gather] Regalis Cathedral / [Drop] Fierce Beast Ki menzaan (event battle)

■ Consumable Items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
Endurance fragrance	—	-	Fi/Da	"Endurance" increases by 1	[Gathering] Inside the belly of the Great Sand Worm, Dragon Palace Temple/ [Drop] Saraba, servant of the Demon King
Speed Incense	—	-	Fi/Da	Increases "Speed" by 1	[Gathering] Underground Ossuary, City of Tatsu-yui / [Drop] Leogrophon (event battle)
Luck Incense	—	-	Fi/Da	Increases "Luck" by 1	[Gathering] Underground Ossuary, City of Tatsu-yui/ [Drop] Jalzo, servant of the Demon King
Hero's Fragrance	-	-	Fi/Da	Increases Archetype EXP by 100	[Gathering] Underground Ossuary, Regalis Cathedral /[Dropped by] Arento, Tropical Species
Hero's Fruit	1500	-	Fi/Da	Increases Archetype EXP by 500	[Shop] Silernt Village / [Gathering] Underground Ossuary/ [Drop] Homo Orelon /
Hero's Light Leaf	2500	-	Fi/Da	Archetype experience increases by 1000	Caring for Plants (P.076) [Shop] Silernt Village / [Gathering] City of the Dragon Festival /
Hero's Jewel Root	5000	-	Fi/Da	Archetype experience increases by 3000	[Drop] Treasure of the Dead Imiteks / Caring for Plants (P.076) [Shop] Silernt Village / [Gathering] Heavenly Giant Face / [Drop]
Bidō Bird with Red Herb Roast	—	10	Danba	Restores 400 HP to one ally and cures Burn status	Cooking (P.075)
兎 Detoxifying Roast	-	10	Da/Ba	Restores 250 HP to all allies and cures the poisoned state	[Quest] No.26 Reward / Cooking (P.075)
Rabbit Stew	—	10	Da/Ba	Cures status ailments of all allies	Cooking (P.075)
White Fish Medicinal Blood	—	10	Da/Ba	Fully restores HP of all allies	Cooking (P.075)
Critical Ash Dumpling	—	10	Battle	Increases all allies' critical rate for 3 turns	Cooking (P.075)
Barely Braised Pork Belly	—	10	Battle	Grants an effect that lets you survive with 1 HP once when hit by an attack that would reduce HP to 0, once per battle	Cooking (P.075)
Guaranteed Fermented Bara Pork	—	10	Battle	Only once during battle, the hit rate of attacks becomes 100%	Cooking (P.075)
激堅 Black Bread	—	10	Battle	Deals 300 damage to one enemy with Almighty attribute	Cooking (P.075)
Invincible Man	—	10	Dungeon	For only 60 seconds, while moving through a dungeon, enemies will ignore you and you will not take damage from enemies	[Gathering] Regalis Cathedral / [Quest] No. 23 Reward/Cooking (P.075)
Healing Bread	—	10	Dungeon	For only 60 seconds, while moving through a dungeon, the HP of all allies will naturally recover	Cooking (P.075)
Magical Bread	—	10	Dungeon	For only 60 seconds, allies' MP will naturally recover while moving through the dungeon.	Cooking (P.075)
Deadly Men	—	10	Dungeon	For only 30 seconds, you can defeat enemies in one hit during actions in the dungeon.	Cooking (P.075)
Sweeter Than Poison, You...	—	10	Da/Ba	Restores 200 MP to one ally and cures Poison.	Cooking (P.075)
Curse ★★★★	—	10	Da/Ba	Restores 100 MP to all allies and cures Curse.	Cooking (P.075)
Secret Secret	-	10	Da/Ba	Fully restores the MP of one ally	Cooking (P.075)
Omnipotent Golden Pot	1	10	Battle	For 3 turns, all allies' attack, defense, accuracy, and evasion increase.	Cooking (P.075)
Fortifying Amber Hot Pot	—	10	Battle	Only once, increases the power of physical attacks of all allies	Cooking (P.075)
Demonic Elegant Hot Pot	—	10	Battle	Increases the power of allies' magic attacks once only	Cooking (P.075)
Fluffy Honey Sweets	—	10	Battle	Raises a barrier on one ally that nullifies one Slash, Pierce, or Strike attack	【落】Lord of Delight Loveless / cooking (P.075)
Rock-hard Honey Sweets	—	10	Battle	Raises a barrier on one ally that nullifies one Fire, Ice, Lightning, Wind, Light, or Dark attack	Cooking (P.075)
A Spoonful of Perfection	—	10	Battle	When used in battle, increases the number of Press Icons by 4	Cooking (P.075)
Clean Drinking Water	50	10	—	Cooking Ingredients	[Shop] Entero夫妻's Water Shop / [Gathering] Regalis Cathedral
Mild Milk	800	160	—	Cooking Ingredients	[Shop] Entero夫妻's Water Shop, Water Seller O Pisto, Water Shop Aurelia
Silky Smooth	1000	200	—	Cooking Ingredients	[Shop] Holy Land of Meat, Rough-and-Ready Fish Stall
Rock Beans	300	60	—	Cooking Ingredients	[Shop] Holy Land of Meat, Vegetable-selling Girl/ [Gathering] Criante Castle
Baku蛽	50	10	—	Cooking Ingredients	[Shop] General Goods Store "Anshin Yakuhodo" / Campfire on the armored tank's deck (P.076)
Tou Honeybee	50	10	—	Cooking Ingredients	[Shop] General Goods Store "Anshin Yakuhodo" / Armored Tank deck campfire (P.076)
Altaberry flour	2000	400	—	Cooking Ingredients	[Shop] Entero夫妻's Water Shop, Malva Village

■ Consumable Items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
Fragrant Groun粉	400	80	—	Cooking Ingredients	[Shop] Entello Couple's Water House/Armored Tank Food Storage (P.075)
Monster Bone	1200	240	—	Cooking Ingredients	[Shop] Meat Sanctuary, Fresh Meat Glaan, Cor No Meat-Stuffed Shop
Bidou bird meat	250	50	—	Cooking Ingredients	[Shop] Meat Sanctuary, Fresh Meat Shop / [Gathering] Regalis Cathedral
Mora Rabbit Meat	500	100	—	Cooking Ingredients	[Shop] Meat Sanctuary, Fresh Meat Shop, Rough Brawler Fish Shop, Fresh Meat Glaaso
Gaisen Mushroom	—	100	—	Cooking Ingredients	Taking Care of Plants (P.076) Armored Tank's Food Storage (P.075)
White Peach Turnip	1000	200	—	Cooking Ingredients	[Shop] Meat Sanctuary, Fresh Meat Glaaso
Funya Funa	2000	400	—	Cooking Ingredients	[Shop] Meat Sanctuary, Fresh Meat Glaan, Silent Village / Go Fishing (P.077)
Brocade Koi	3500	700	—	Cooking Ingredients	[Shop] Meat Sanctuary, Cor No Meat-Stuffed Shop / Go Fishing (P.077)
Legendary Lord	—	1000		Cooking Ingredients	[Quest] No. 63 Reward/Fishing (P.077)
Empress Bee Honey Bottle	10000	2000	—	Cooking Ingredients	[Shop] Amburiri's Water Jar / Fishing (P.077)
Sandworm Meat	3750	75	—	Cooking Ingredients	[Shop] Suspicious Shopkeeper, Hunter Kurozeri / [Drop] Sand Worm Valmo, Water Worm Valmo
Of the Giaばら肉	8000	160	—	Cooking Ingredients	[Shop] Suspicious Shopkeeper, Hunter Kurozeri / [Drop] Guptaros, Saiokuro
Enchanted Flower Nectar	5400	108	—	Cooking Ingredients	[Shop] Suspicious Shopkeeper, Hunter Kurozeri / [Drop] Ostufuro, Kanibafuro
Je Scale Powder	15000	300	—	Cooking Ingredients	[Shop] Hunter Kurozeri / [Drop] Luminous Butterfly Papirumas
Red herb	150	30	—	Cooking Ingredients	[Shop] Herb Seller Man / Armored Tank Food Storage (P.075)
Orgo Sugar	1000	200		Cooking Ingredients	[Shop] Entello Couple's Water House/Armored Tank Food Storage (P.075)
Brai Salt	800	160	—	Cooking Ingredients	[Shop] Entello Couple's Water House/Armored Tank Food Storage (P.075)
Blessed Water	1000	200	—	Purification Material	[Shop] Marva Village / [Gathering] Nord Abandoned Mine, Legalis Cathedral / [Drop] Treasure Imitec
Holy Water of Grace	2500	500	—	Purification Material	[Shop] Marva Village / [Gathering] Underground Ossuary, Inside the Great Sand Worm's Belly / [Drop] Secret Treasure Imitecus
Dragon God's Sacred Water	5000	1000	—	Purification Material	[Shop] Marva Village / [Gathering] Capital of the Dragon Festival, Tower of Blind Faith, Everfrost Forest / [Drop] Dead Treasure
Fool's White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Drop] Goborun-Ligo, Jet-Black Homo Orelon
White Mask of the Mage	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Drop] Sacred Bone Magireto, Demon Bone Magireto, Grodel
Mask of the Priestess	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Ebony Homo·Luano, Homo·Sturm
White Mask of the Empress	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Treasure] Sign of the Ring / [Drop] Silver Homo·Tenta
Emperor's White Mask	25000	-		Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Treasure] Sign of the Ring / [Drop] Gold Homo·Tenta
Pope's White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Ebony Homo·Pento, Homo·Marhela
Mask of Love	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Gathering] Sky Giant Face / [Drop] Beauty Incarnation Miro
Chariot White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Rock Manjula, Ebony Homo·Kasco
Justice White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] General Skelet·Bow, Renegade Skelet·Spear
Hermit's White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Ebony Homo·Fulkilo, Terrestrial Shuper
Fate White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Leogryph, Leogrophon
Stalwart White Mask	25000	-	—	Material for the Mask Special Experiment	[Shop] Suspicious shopkeeper / [Drop] Orgas (Quest), Orgo, Caplazard

■ Consumable Items

Items	Buy Price	Selling price	Location	Effect	Main Acquisition Methods
White Mask of the Hanged Man	25000	—	—	Material for the Mask Special Experiment	【Shop】Suspicious Shopkeeper / 【Drop】Fierce Warrior Skeleto Sword, Slave Skelet Sword
Death God's White Mask	25000	—	—	Material for the Mask Special Experiment	【Shop】Suspicious Shopkeeper 【Gathering】Chinshuku-no-Miyako/【Drop】Moldirich
Mask of Temperance	25000	—	—	Material for the Mask Special Experiment	【Shop】Suspicious Shopkeeper/ 【Drop】Arent, Temperate Species, Arent, Tropical Species
Devil's White Mask	25000	—	—	Material for the Mask Special Experiment	【Shop】Suspicious Shopkeeper/ 【Drop】Violent Statue Gargos Tats, Magic Statue Gargosta
Tower White Mask	25000	—	—	Material for the Mask Special Experiment	【Shop】Suspicious Shopkeeper/【Drop】Cocasados, Cocasadols
Star's White Mask	25000	—	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Drop] Kapzard・Sandro, Gputauron
Moon White Mask	25000	—	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Drop] Jet-Black Homo・Oppo, Homo・Physic
Sun White Mask	25000	—	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Drop] Cocomoldos, Great Sacred Tree Arent
Judgment White Mask	25000	—	—	Material for the Mask Special Experiment	[Shop] Suspicious Shopkeeper / [Gathering] Tower of Insolence / [Drop] Security Chief Saruva
Outcast Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Gathering] Giant Face of the Sky / [Drop] Oldemos
Ominous Bird Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Gathering] City of Tatsu-no-Hatsu, Abandoned Road, Giant Face of the Sky
Angel Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Gathering] Tower of Insole... / [Drop] Homo・Sandro
Night Demon Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Treasure] Unidentified Ruins / [Drop] Homo・Margo
Sacred Beast Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Gathering] City of Tatsu-no-Hatsu /[Drop] Ice Beast Kimenzaan
God of War Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri / [Gathering] Vulcano Mountain / [Drop] Homo・Pento
Demon Woman Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeri/[Gathering] Celestials' Mansion, Place of Rituals, Giant Face of Heaven
Spirit Bird Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeli / [Gathering] Everflow Forest / [Drop] Leogron
Fairy Talisman	100000	—	—	Materials for Special Summoned Beast Experiments	[Shop] Hunter Crozeli / [Gathering] Rogue Hideout / [Drop] Mountain Con Artist Jin (2nd time)
Journey Bath Chronicle ~Friend of Life~	2500	500	—	When used while bathing, the protagonist's maximum HP increases by 4.	[Shop] Marva Village
Prince's Embrace ~Forest Scent~	2500	500	—	When used while bathing, the protagonist's maximum MP increases by 2.	[Shop] General Store "Snow Moon Flower Pharmacy"
Thunder Old Man's Famous Hot Spring	2500	500	—	When used while bathing, the protagonist's "Strength" increases by 2.	[Shop] Sirento Village
Niburuhei Hot Spring	2500	500	—	When used while bathing, the protagonist's "Magic" increases by 2.	[Shop] Sirento Village
Journey Through Hell ~Hot Spring of Endurance~	2500	500	—	When used during bathing, the protagonist's "Endurance" increases by 2.	[Shop] Inund Village
Seasonal Citrus Spring	2500	500	—	When used during bathing, the protagonist's "Agility" increases by 2.	[Shop] Komero Village
Golden Juice	2500	500	—	When used during bathing, the protagonist's "Luck" increases by 2.	[Shop] Rigun Village
Rainbow Bath Flower	—	500	—	When used during bathing, the protagonist's maximum HP, maximum MP, "Strength," "Magic," "Endurance," "Agility," and "Luck" increase by 2.	[Arena] Bronze Rank 1
Worm Bait	100	10	—	Fishing bait	[Shop] The Insect-Selling Boy
Grasshopper Bait	250	10	—	Fishingの餌	[Shop] Boy for Sale
Tail bait	—	10	—	Fishing bait	Clean the cargo hold during the armored tank's interior cleaning
Seed of the Hero Fruit	500	60	—	If grown in the plant grower, you can obtain the "Hero Fruit"	[Shop] Vegetable-selling Girl
Seed of the Hero Lightleaf	2500	30	—	If grown in the plant grower, you can obtain the "Hero Lightleaf"	[Shop] Old Man Selling Seeds
Seed of the Hero Jewel Root	5000	70	—	If grown in the plant grower, you can obtain the "Hero Jewel Root"	[Shop] Flower-selling woman
Pure Breath	500	—	—	Quest item	[Shop] Fermis Sey Church

Appraisal items

Items	Buy Price	Selling price	Cost	Appraisal result	Main Acquisition Methods
Blade covered in mud	-	50	50	Kurogane Sword (50%), Kurogane Greatsword (50%)	[Drop] Skelet · Sword
High-quality mud-covered blade	-	100	100	Silver Knight Sword (50%), Silver Greatsword (50%)	[Drop] Sergeant Skeleto Sword
Rusty long weapon	—	50	50	Kurogane Spear (25%), Silver Knight Spear (25%), Kurogane Greatsword (25%), Ice Staff (25%)	[Gathering] Regalis Cathedral
Fine rusty long weapon	-	100	100	Shirogane Knight's Spear (25%), Shirogane Greatsword (25%), Silver Mace (25%), Ice Staff (25%)	[Drop] Goborn the Man-Slayer
Rusty items	—	100	100	Kurogane Abacus (50%), Shirogane Abacus (50%)	[Drop] Man-Eating Manjura
Rusty armor	-	50	50	Kurogane Breastplate (25%), Shirogane Breastplate (25%), Grand Jacket (25%), Apprentice's Sa... Coat (25%)	[Gathering] Regalis Cathedral
High-quality rusty armor	—	100	100	Silver Mail (40%), Silver Breastplate (40%), Damascus Vest (20%)	[Gathering] Tradia Desert
Dull Old Clothes	—	50	50	Grand Jacket (25%), Researcher's White Coat (25%), Apprentice's Surcoat (25%), Priest's Cape (25%)	[Gathering] Regalis Cathedral
High-quality faded old clothes	—	100	100	Researcher's White Coat (40%), Priest's Cape (40%), Pure White Robe (20%)	[Gathering] Regalis Cathedral
Rusty Hand Guard	—	50	50	Black-Iron Vambraces (50%), Silver Vambraces (50%)	[Collection] Regalis Cathedral / [Drop] Dead Soldier Morneto
Rusty Accessory	-	100	100	Bracelet of Mighty Strength (20%), Witch's Earrings (20%), Sturdy Charm (20%), Swift Anklet (20%), Lucky Orb (20%)	[Collection] Underground Ossuary / [Quest] No. 18 Reward / [Drop] Torigoboron
Sand-Eaten Weapon	—	150	200	Hunter's crossbow (25%), Damascus bow (25%), ebony abacus (25%), Damascus knuckles (25%)	[Collection] Inside the Great Sandworm's belly, Goblin Nest
Sand-Eaten Staff	—	150	200	Flame Priest's Staff (20%), Snow Priest's Staff (20%), Thunder Priest's Staff (20%), Damascus mace (20%), Priest's gold staff (20%)	[Collection] Criante Castle, Abandoned grave
High-quality sand-smeared staff	—	200	300	Snow Priest's Staff (30%), Thunder Priest's Staff (35%), Priest's gold staff (35%)	[Gathering] Inside the Belly of the Great Sand Worm, Criante Castle
Sand-smeared armor	—	150	200	Damascus vest (25%), sand-glass breastplate (25%), desert robe (25%), silver-embroidered robe (25%)	[Gathering] Underground Ossuary
High-quality Sand-Covered Armor	—	200	300	Sand Glass Breastplate (40%), Silver Embroidered Robe (40%), Scale Armor (20%)	[Gathering] Abandoned Grave
High-quality Sand-Covered Light Ar mor	-	200	300	Silver Crowned Headband (35%), Sand Silk Gloves (35%), Jewel Shoes (30%)	[Gathering] Abandoned Grave
Sand-Covered Scent Pouch	-	150	300	Garlic Scent Pouch (35%), Forget-Me-Not Scent Pouch (35%), Mint Scent Pouch (30%)	[Gathering] Abandoned Grave
Seawater-Rusted Relic	1250	250	400	Pirate Knife (25%), Cinquedea (25%), Admiral's War Fan (25%), Mother-of-Pearl War Fan (25%)	[Shop] Inund Village
Fine Salt-Rusted Staff	—	300	600	Rosen Rod (35%), Azure Rod (35%), É clair Rod (30%)	【Gathering】 Flying Tank Caladrius
Salt-rusted weapons	1250	250	400	Sailor's Sword (25%), Navy Shot (25%), Ninja Sword (25%), Nouveau Riche Abacus (25%)	[Shop] Inund Village
High-quality salt-rusted weapon	—	300	600	Gladius (40%), Whale Whisker Bow (40%), Coral Abacus (20%)	[Gathering] Grave of Sorrow
Old clothes stained by sea breeze	—	250	400	Sailor's Clothes (25%), Pirate Clothes (25%), Shell Vest (25%), Renegade Monk's Robes (25%)	[Gathering] Grave of Sorrow
Fine old clothes stained by sea breeze	1500 300 600			Pirate Clothes (40%), Shell Vest (40%), Mana-Absorbing Ro be (20%)	[Shop] Inund Village
Salt-rusted light armor	1250 250 400			Marine Helmet (25%), Black Hood (25%), Magical Gloves (25%), Navy Steel Gauntlets (25%)	[Shop] Inund Village
High-quality salt-rusted small armor	1500 300 600			Black hood (40%), Navy steel gauntlets (40%), Viking helm (20%)	[Shop] Inund Village / [Gathering] Tomb of Lamentation
Salt-Rusted Accessory	1500 300 400			Bracelet of Strength (20%), Sage's Earrings (20%), Ironwall Talisman (20%), Swift Anklet (20%), Lucky Orb (20%)	[Shop] Thoughtful Shopkeeper, Inund Village / [Gathe ring] Tower of Malice
Moss-covered long weapon	1750 350 700			Guandao (25%), Armor-piercer (25%), Fire Serpent magic staff Dragon Palace Tem ple (25%), Snow Frog magic staff (25%)	[Shop] Thoughtful Shopkeeper / [Gathering]
High-quality moss-covered long weapon 2000 400 1000				Armor Piercing (25%), Thunder Scorpion Magic Staff (25%), Black Magic Staff (25%)	[Shop] Thoughtful Shopkeeper / [Gathering] Capital of the Dragon Festival
Moss-covered item	1750 350 700			Jūtō's Bow (25%), Seasoned Koto Bow (25%), Stiletto (25%), Dragon-Patterned Dagger (25%)	[Shop] Thoughtful Shopkeeper / [Gathering] Capital of the Dragon Festival

■ Appraisal Items

Items	Buy Price	Sell Price	Cost	Appraisal result	Main Acquisition Methods
High-quality Moss-Covered Weapon	2000	400	1000	Woven Cane Bow (40%), Dragon-Patterned Dagger (40%), Abundant Harvest Sickle Fan (20%)	[Shop] Thoughtful Shopkeeper / [Gathering] Capital of the Dragon Festival
Moss-Covered Relic	1750	350	700	Sea-Fluorite Lamp Rod (25%), Prayer Speaker's Cursed Rod (25%), Wolf Fang Dagger (25%), Dragon Dance Dagger (25%)	[Shop] Thoughtful Shopkeeper / [Drop] Suikou Valmo
High-quality moss-covered relic	2000	400	1000	Shaman's Cursed Staff (40%), Dragon Dance Dagger (40%), Abundant Harvest Sickle Fan (20%)	[Shop] Thoughtful Shopkeeper / [Gathering] Ritual Grounds
Mossy Oddity	1750	350	700	Obsidian Abacus (25%), Celestial Abacus (25%), Referee's War Fan (25%), Fire-Starting Fan (25%)	[Shop] Thoughtful Shopkeeper / [Drop] Homo Physic
Fine Mossy Oddity	2000	400	1000	Celestial Abacus (50%), Fire-Starting Fan (50%)	[Shop] Thoughtful Shopkeeper / [Gathering] Capital of Dragon Celebration
Mossy Heavy Armor	1750	350	700	Crane Armor (25%), Coral Mail (25%), Fuskamp (25%), Spike Vest (25%)	[Shop] Thoughtful Shopkeeper / [Gathering] Dragon Palace Temple /[Drop] Gargosta Golem
Fine Mossy Heavy Armor	2000	400	1000	Coral Mail (50%), Spike Vest (50%)	[Shop] Thoughtful Shopkeeper/[Gathering] Ritual Grounds
Moss-covered old clothes	1750	350	700	Kaftan Leaf (25%), Rainbow Butterfly Clothes (25%), Huskamp (25%) Spike Vest (25%)	[Shop] Thoughtful Shopkeeper / [Gathering] Ring Marker
High-quality, moss-covered old clothes	2000	400	1000	Rainbow Butterfly Clothes (50%), Huskamp (50%)	[Shop] Thoughtful Shopkeeper/ [Drop] Homo Frostin
Moss-covered light armor	2000	400	700	Mind's Eye Kabuto (25%), lacquered gauntlets (25%), golden tap shoes (25%), scale boots (25%)	[Shop] Thoughtful Shopkeeper / [Drop] Ferocious Warrior Skeletos・Bow
Large weapon of miasmic corruption	—	500	1100	Comet Greatsword (20%), Demon Sword Nihil (20%), Comet Spear (20%), Holy Guardian Spear (20%), Comet Axe (20%)	[Drop] Violent Statue Gargostarts
High-quality large weapon of magical corruption	—	550	1500	Demon Sword Nihil (35%), Holy Guardian Spear (35%), Flaming Battle Axe (30%)	[Gathering] Heavenly Giant Face
Corrupted blade	—	500	1100	Comet Sword (20%), Orichalcum Sword (20%), Comet Star Dagger (20%), Orichalcum Dagger (20%), Comet Star Knife (20%)	[Drop] General's Sket・Sword
High-quality Magla-corrupted bladed weapon	—	550	1500	Orichalcum Sword (35%), Orichalcum Dagger (35%), Assassin Blade・Thousand Colors (30%)	[Gathering] Heavenly Giant Face
Corrupted Weapon	—	500	1100	Crimson Flame Sage Staff (20%), Azure Snow Sage Staff (20%), Comet Staff (20%), Spirit Summoning Shakujō (20%), Comet Spear (20%)	[Gathering] Celestial Residence
High-quality Magla-corrupted staff weapon	—	550	1500	Vermilion Flame Shakujō (25%), Black Winter Shakujō (25%), White Thunder Shakujō (25%), Blue Gale Shakujō (25%)	[Drop] Homo Rhuma
Magical Corruption Weapon	—	500	1100	Comet Abacus (20%), Echigoya's Abacus (20%), Comet Star War Fan (20%), Victor's Military Chronicles (20%), Comet's Fan (20%)	【Drop】General Skeleto・Spear
High-quality Magla-corrupted weapon	—	550	1500	Echigoya's Abacus (35%), Victor's War Fan (35%), Queen's Jeweled Fan (30%)	[Gathering] Heavenly Giant Face
Corrupted Weapon	—	500	1100	Comet's Dagger (25%), Orichalcum Dagger (25%), Star Staff (25%), Evil-Subduing Extermination Staff (25%)	【Drop】Bandit (2)
High-quality Magla-corrupted weapons	—	550	1500	Orichalcum Dagger (50%), Evil-Subduing Extermination Staff (50%)	【Gathering】Sky Giant Face
Magically Corrupted Heavy Armor	—	500	1100	Orichalcum Mail (35%), Orichalcum Vest (35%), Royal Suit (30%)	【Drop】Bandit (1)
High-Quality Magically Corrupted Heavy Armor	—	550	1500	Orichalcum Mail (25%), Orichalcum Vest (25%), Royal Suit (25%), Fierce Tiger Greaves (25%)	[Gathering] Heavenly Giant Face
Corrupted Old Clothes	—	500	1100	Orichalcum Jacket (20%), Archbishop's Robe (20%), King's Robe (20%), Royal Gloves (20%), Royal Boots (20%)	[Drop] Rigopetia
Small Crystal Armor	—	500	1100	Magic Crystal Hachimaki (35%), Magic Crystal Hair Ornament (35%), Magic Crystal Gauntlets (30%)	[Drop] Snow Insect Valmo
Corrupted Accessory	—	550	1500	Vajra Power Bracelet (20%), Immortal Earrings (20%), Undefeat Amulet (20%), Swift Anklet (20%), Grand Fortune Orb (20%)	[Drop] Kuvaruhasu
Mysterious accessory	—	150	200	Fire Magic Device (25%), Ice Magic Device (25%), Lightning Magic Device (25%), Wind Magic Device (25%)	[Treasure] Abandoned Grave
High-Quality Mysterious Accessory	—	200	1000	Brute Force Formation Magic Device (25%), Iron Wall Formation Magic Device (25%), Rapid Formation Magic Device (25%), Weakening Formation Magic Device (25%)	[Gathering] Flying Tank Caladrius/[Treasure] Tower of Evil Sight
Sand-Covered Long Weapon	—	150	200	Partisan (70%), Damascus Lance (30%)	[Gathering] Criante Castle
Crystal Weapon	—	500	1100	Magic Crystal War Fan (25%), Magic Crystal Abacus (25%), Magic Crystal Fan (25%), Magic Crystal Staff (25%)	[Gathering] Montario Festival Opera House

Convert to money

Items	Selling price	Main Acquisition Methods
Single Boot	10	Go fishing (P.077)
Residue of a magic device	100	【Gathering】Northern Border Fortress, Nord Abandoned Mine, Regalis Cathedral/【Treasure】Underground Ossuary/【Drop】Louie Army Magic Soldier
Worn-out coin	120	【Gathering】Northern Border Fortress, Nord Abandoned Mine, Underground Ossuary/【Drop】Goborn, Slave Skeleton Spearman
Coarse fur	140	【Drop】Fear Hound Hando, Fear Guard Dog Hando, Hell Guard Dog Diabundo, Guard Dog Hando, Wild Dog Hando
Scrap iron	150	【Gathering】Nord Abandoned Mine, Man-Eating Cave/【Treasure】Abandoned Grave/【Drop】Venepetia
Shiny stone	150	【Gathering】Beregga Corridor/【Drop】Wild Bird Corvo
Kuchiku Grass	180	【Gathering】Nord Abandoned Mine
Loaded Dice	205	[Drop] Soldier Skeleton・Bow
Bari 苔	235	[Gathering] Nord Abandoned Mine, Criante Castle
Decaying Bone	250	[Gathering] Giant Sand Worm Nest
Chipped Porcelain	260	[Gathering] Regalis Cathedral
Nerneru Clay	275	[Gathering] Nord Abandoned Mine, Man-Eating Cave / [Drop] Giant Gelatenos
Nord Bark	300	[Gathering] Nord Abandoned Mine / [Drop] Arent, Demon-Leaf Tree Species
Bundle of Old Paper	340.	[Gathering] Underground Ossuary
Black Iron Sand	370	[Gathering] Tradia Desert, Bandits' Hideout, Criante Castle
Aroma Resin	385	[Gathering] Inside the Belly of the Great Sand Worm / [Drop] Canibafro
Noble's Scripture	400	[Gathering] Regalis Cathedral / [Drop] Dead Noble Morneto
Rusty Candelabrum	410	[Gathering] Underground Ossuary, Regalis Cathedral
Neon Mushroom	425	[Gathering] Regalis Cathedral, inside the belly of the Great Sand Worm
Glossy Fur	455	[Gathering] Nord Ruins Mine, Regalis Cathedral / [Drop] Military Wolf Ulhas, Snow Wolf Ulhas
Gold Cutlery	490	[Gathering] Regalis Cathedral / [Drop] Noble Skeleto Spear
Thick Poetry Collection	500	[Gathering] Flying Tank Caladrius / [Drop] Louis Army Spear Captain (Guard)
Calendra Cotton	515	[Gathering] Criante Castle Goblin Nest
Writhing Vine	525	[Collection] Inside the Great Sandworm's Belly, Criante Castle, Goblin Nest
Sparkling Marble	550	[Collection] Berega Corridor, Abandoned Tomb, Dragon Palace Temple / [Drop] Statue Gargouts
One-Night Candle	580	[Collection] Underground Ossuary, Criante Castle
Desert Timber	650	[Collection] Criante Castle
Unglazed Octopus Pot	750	[Drop] Potolpo, Potolpo Verda, Potolpo Blue
Gran Iron	800	[Collection] Nord Abandoned Mine, Regalis Cathedral, Inside the Great Sandworm's Belly, Cannibal Cave / [Drop] Homo Casco
Damascus steel	850	[Collection] Criante Castle
Onyx	1000	[Gathering] Nord Ruined Mine, Underground Ossuary, Regalis Cathedral / [Treasure] Man-Eating Cave / [Drop] Azure Elementa
Gorleo's Apple	1000	[Drop] Homo Gorleo (first encounter)
Silver Coin of the Gambling Hall	1000	[Gathering] Flying Tank Caladrius / [Drop] Bandit (1), Bandit (2)
Blue-Green Morning Dew	1050	[Gathering] Sign of the Circle
White-Field National Flag	1100	[Gathering] Flying Tank Caladrius
Death-Colored Slender Stem	1250	[Gathering] Dragon Celebration Section
Metal category	1300	[Gathering] Tatsushuku City
Crystal wall material	1350	[Gathering] Tatsushuku City
Crystal vine	1400	[Gathering] Tatsushuku City
Corn stalk	1600	[Gathering] Sign of the Circle
Marunoba hardwood	1800	[Gathering] Sign of the Circle
Peridot	2000	[Gathering] Underground Ossuary, Regalis Cathedral, Inside the Belly of the Great Sand Worm, Man-Eating Cave / [Drop] Crimson Elemental
Gold insignia	2000	[Gathering] Heavenly Giant Face
Scarlet Carpet	2050	[Gathering] Giant Face of the Sky
Mirror of the Water Mirror	2100	[Gathering] Heavenly Giant Face
Crystal Candle Stand	2150	[Gathering] Heavenly Giant Face
Foreign Coin	2400	[Gathering] Dragon Palace Temple
Altaberry Woven Cloth	2700	[Gathering] Montario Festival Opera House
Amethyst	3000	[Treasure] Tradia Desert, Man-Eating Cave / [Drop] Emerald Elementa, Fire Dragon Mauna
Clock Flower	3000	[Gathering] The Abandoned Road
Regalis Silver	3450	[Collect] Vulcano Mountain, Heavenly Giant Face
Calendula Glass	3700	[Collect] Montario Festival Opera House, Heavenly Giant Face
Golden Cup	3850	[Collect] Tower of Malice
Aquamarine	4000	[Collect] Tatsushuku City / [Treasure] Berega Corridor, Man-Eating Cave / [Drop] Gold Elementa
Magic Crystal Flower	4300	[Collect] Abandoned Road, Heavenly Giant Face
Eucnoria Gold Coin	4500	[Collect] Montario Festival Opera House, Heavenly Giant Face
Turquoise	5000	[Collect] Dragon Palace Temple / [Treasure] Man-Eating Cave, Tower of Malice / [Drop] Light Elementa
Avades Eggshell	5000	[Drop] Homo Avades
Opal	7500	[Collect] Tomb of Lament, Dragon Palace Temple / [Drop] Dark Elementa
Topaz	10000	[Collect] Tower of Malice, Heavenly Giant Face
Garnet	12500	【Gathering】 Tomb of Lamentation, Dragon Blessing Ward
Ruby	15000	【Gathering】 Ruffian Hideout, Gracia Jungle, City of Dragon Blessing, Heavenly Giant Face / 【Treasure】 Ring Signpost

■Valuables

Items	Selling price	Main Acquisition Methods
Sapphire	20000	[Gathering] Tatsuiwai City / [Treasure] Sign of the Circle
Jalzo's Swaddling Clothes	20000	[Drop] Homo Jarzō
Emerald	25000	[Gathering] Everfrost Forest / [Treasure] Ritual Grounds, Montario Festival Opera House
Sabara's Suckers	30000	[Drop] Great Sea Beast Homo Sabara
Diamond	40000	[Gathering] King-Star / [Treasure] Montario Festival Opera House
Butera's Tooth	40000	[Drop] Great Sand Worm Homo Butera (Quest)
Margo's Golden Arrow	50000	[Drop] Homo Margot
Golleo's ripe apple	60000	[Drop] Homo Golleo (second encounter)

Valuables

Items	Buy Price	Effect	Main Acquisition Methods
Golden Bug	—	Give it to the insect-loving old man in Bryhavn, and he will trade a treasure for it	Find the golden insects scattered throughout the land (P.051)
Secret Wilt Remedy	—	—	[Quest] No. 47 reward
Water of Thirst	500	—	[Shop] General Store 'Anshin Kampo-do'
Bag containing the Dragon God's Spear	—	—	Automatically obtained on 09/07
Graias's journal	—	—	Automatically obtained on 06/23
Graias's keepsake	—	—	Obtained after defeating the undead Graias
Soldier's Uniform (Protagonist)	—	—	Automatically obtained on 06/05
Soldier's Uniform (Strohl)	—	—	Automatically obtained on 06/05
Map of the Capital and Surrounding Areas	—	—	Obtained at the Royal Army Recruitment Office event on 06/02
Book of Fantasy Novels	—	—	Owned from the start
"Magical Future"	—	Reading Item	Speak to Julian in the Fishermen's Inn Plaza in Brilehaven during the Caladrius flying battleship strategy period
History Book of the End Times	—	—	Raise the Prince and all Royal Archetype ranks to 20
Inventor's Diary	—	Supporter Event Item	Reach Komero Village
Transparent glass figurine	—	Items for Supporter Events	Reach Komero Village
Malbeno's ring	—	Items for supporter events	[Treasure] Abandoned Grave
Patchwork sphere	—	Items for supporter events	[Treasure] Mount Ulcano
Rock with a handle	—	Items for supporter events	[Treasure] Evergreen Forest
Cylinder covered in moss	—	Items for supporter events	[Treasure] Ritual Grounds
Parquetry box	—	Items for supporter events	[Treasure] Bandit Hideout
Cubic plaster	—	Items for supporter events	[Treasure] Tomb of Sorrow
Mineral with a screw	—	Items for supporter events	[Treasure] Man-Eating Cave
Picture of the Prophecy Tree	—	Items for supporter events	Automatically obtained on 06/25
Picture of the White-Night Desert	—	Items for supporter events	Automatically obtained on 07/02
An illustration of a town turned into ruins	—	Items for supporter events	Reach the ruined town
Picture of the Great Waterfall of Strange Statues	—	Items for supporter events	Reach the Great Waterfall of Strange Statues
Picture of the Towering Sea Wall	—	Items for supporter events	Automatically obtained on 08/15
Picture of the Cave of Plant Circuits	—	Items for supporter events	Reach the Cave of Plant Circuits
Picture of the Vividly Colored Sea	—	Items for supporter events	Reach the Dazzling Sea
Picture of the Cliffs of Coleroda	—	Items for supporter events	Automatically obtained on 09/08
Picture of the Vast, Desolate Graveyard	—	Items for supporter events	Reach the Vast Graveyard
Picture of the Intersection of Autumn and Winter	—	Items for supporter events	Reach the Intersection of Autumn and Winter
Picture of the Decayed Legacy	—	Items for supporter events	Reach the Decayed Legacy
Picture of the Marivero Quarry	—	Items for supporter events	Reach Maribero Quarry
Ox Demon Horn	—	Items for quest	[Quest] Defeat the Ferocious Beast Guptaros in No.21
Assortment of Carrier Pigeon Eggs	500	Items for quest	[Shop] Komero Village
Skull	—	Items for quest	[Quest] Defeat Skeleto in No.27
Black Jewel Necklace	—	Quest item	[Quest] Defeat Kadabritch in No.28
Rainbow Flower	500	Quest Item	[Shop] Fermis Sey Church
Fine Toothbrush	500	Quest item	[Shop] Inund Village
Jet-Black Horn	—	Quest item	[Quest] Defeat Orgas in No.39
Dragon Thorn Herb Fruit	—	Quest item	[Gathering] Gracia Dense Forest
Deed	—	Quest item	[Quest] After accepting No.41, talk about the Tower of Sanction to the haughty noble in the arena
Unidentified Magic Device	—	Quest item	[Quest] Automatically obtained when accepting No.48
Secondhand Magic Device	—	Quest item	[Quest] After accepting No. 48, have the "Unidentified Magic Device" appraised at Liken Magic Merchant Guild
Certificate of Authentication for Magic Devices	—	Quest item	[Quest] No. 48 After accepting the quest, have the "Unidentified Magic Device" appraised at the Riken Magic Trading Company

■ Valuables

Items	Buy Price	Effect	Main Acquisition Methods
Ametsuchi Stone	—	Quest item	[Gathering] Dragon Palace Temple
Monster Compendium	—	Quest item	Defeat Leogron in Quest No. 55
Sturdy Spider Silk	500	Quest item	[Shop] Malva Village
Spiked Club	—	Quest item	Defeat the Geocropus in Quest No. 59
Empty Bottle	—	Quest item	Automatically obtained upon accepting Quest No. 62
Bottle Filled with Hot Spring Water	—	Quest item	After accepting Quest No. 62, enter the mine hot spring at Altaberry's Azure Sky Bridge
Rusted Greatsword	—	Quest item	[Treasure] Mount Ulcano
Rampaging Brute's Tail	—	Quest item	Defeat the man-eating Manjura in Quest No. 22
Imp's Loincloth	—	Quest item	Defeat the Goborn King in Quest No. 25
Eye of the Rock Insect Lord	—	Quest item	Defeat the Rock Bug Lord Valmo in Quest No. 29
Phantom Chalice	—	Quest item	Defeat Fatritch in Quest No. 36
Large Eyeball	—	Quest item	Defeat Syoclopos in Quest No. 52
Subzero Great Horn	—	Quest item	Defeat the Ice Beast Kimenzaan in Quest No. 58
Bloodstained Claw	—	Quest item	Defeat Oldemos in Quest No. 64
Bird Monster's Crest	—	Quest item	Defeat Cocomoldos in Quest No. 68
Cult Leader's Hand Axe	—	Quest item	Defeat the bandit chief Sistas in Quest No. 69
Soothing Fragrance Pouch	—	When equipped to a mage-type Archetype, increases "Magic" by 5	Supporter Rank MAX reward for Gallica before the decisive battle
Short sword with the family crest	—	When equipped to a warrior-type Archetype, increases "Strength" by 3 and "Endurance" by 2	Supporter Rank MAX reward for Strohl before the decisive battle
Notes on the Knight's Code of Conduct	—	When equipped to a knight-type Archetype, increases "Endurance" by 5	Supporter Rank MAX reward for Hulkenberg before the decisive battle
Gray Star Stone Bracelet	—	When equipped with a Thief-type archetype, increases "Agility" by 5	Supporter Rank MAX reward for Heismay before the decisive battle
Erika's Flower Bookmark	—	When equipped with a Masked Dancer-type archetype, increases "Magic" by 3, and "Agility" by 2	Supporter Rank MAX reward for Junah before the decisive battle
Ripple Shell	—	When equipped with a Summoner-type archetype, increases "Strength" by 3, and "Magic" by 2	Eupha's Supporter Rank MAX reward before the [illegible]
Golden Perfumed Ointment	—	When equipped with a Berserker-type archetype, increases "Strength" by 5	Basilio's Supporter Rank MAX reward before the final battle
Dragon Crystal Specimen	—	When equipped with a Gunner-type archetype, increases "Strength" by 3, and "Agility" by 2	Neuras's Supporter Rank MAX reward before the final battle
Handmade amulet	—	When equipped with a Cleric-type archetype, increases "Magic" by 5	Maria's Supporter Rank MAX reward before the final battle
Wooden doll	—	When equipped with a Fighter-type archetype, increases "Strength" by 2, and "Agility" by 3	Catherina's Supporter Rank MAX reward before the final battle
Mysterious silver coin	—	When equipped with a Jester-type archetype, increases "Endurance" by 3, and "Luck" by 2	Alonzo's Supporter Rank MAX reward before the final battle
Light of Desert Glass	—	When equipped with a Strategist-type archetype, increases "Endurance" by 3, and "Agility" by 2	Brigitta's Supporter Rank MAX reward before the final battle
Burgett's chest ornament	—	When equipped with a Merchant-type archetype, increases "Luck" by 5	More's Supporter Rank MAX reward before the final battle
White Raven Feather Pen	—	When equipped with an Archetype of the Seeker type, all stats increase by 1	More's Supporter Rank MAX reward before the final battle
Relic of Connection	—	Archetypes can now be studied from the menu screen	More's Supporter Rank 2 reward
Method for Making Bido Bird's Red Herb Roast	—	"Bido Bird's Red Herb Roast" can be cooked at the armored tank's cooking station	Examine the cooking stove in the armored tank after Stroll joins.
Method for Making Oni Detox Roast	—	"Rabbit Detox Roast" can be cooked at the armored tank's kitchen	Examine the cooking stove in the armored tank after Stroll joins.
Method for Making Rabbit Stew	—	"Rabbit Slow Simmer" can be cooked at the tank's kitchen	Examine the cooking stove in the armored tank after Stroll joins.
Method for Making White Fish Medicinal Dish	—	"White Fish Medicinal Plate" can be cooked at the armored tank's kitchen	Examine the cooking stove in the armored tank after Stroll joins.
Method for Making Perfect Ash Dumplings	—	"Critical Ash Dumplings" can be cooked at the armored tank's kitchen	After Huelkenberg joins, examine the kitchen on the Armored Tank
Method for Making Just-in-Time Braised Meat	—	"Just-in-Time Braised Chuck" can be cooked at the armored tank's kitchen	After Huelkenberg joins, examine the kitchen on the Armored Tank
Method for Making Guaranteed Fermented Pork Belly	—	"Guaranteed-Hit Fermented Pork Belly" can be cooked at the armored tank's kitchen	After Huelkenberg joins, examine the kitchen on the Armored Tank
Extremely Hard Black Bread Method	—	"Extremely Hard Black Bread" can be cooked at the armored tank's kitchen	After Huelkenberg joins, examine the kitchen on the Armored Tank

■ Valuables

Items	Buy Price	Effect	Main Acquisition Methods
Healing Bread Recipe	—	"Healing Bread" can now be cooked in the Armored Tank kitchen	After Hizamé joins, examine the kitchen on the Armored Tank
Magical Bread Recipe	—	At the armored tank's cooking counter, "Magical Bread" can be cooked now	After Hizamé joins, examine the kitchen on the Armored Tank
Instant-Noodle Recipe	—	At the armored tank's cooking counter, "Ultimate Noodles" can be cooked now	After Hizamé joins, examine the kitchen on the Armored Tank
You, Sweeter Than Poison... Recipe	—	"You, Sweeter Than Poison.." can now be cooked in the Armored Tank kitchen	Examine the cooking station in the armored tank after Junah joins
Curse★Love★★★ Recipe	—	At the armored tank's cooking counter, "Curse★Love ★Dirge" can be cooked now	Examine the cooking station in the armored tank after Junah joins
Secret Secret-Thing Method	—	At the armored tank's cooking station, "Secret Hidden Stuff" becomes cookable	Examine the cooking station in the armored tank after Junah joins
Omnipotent Golden Pot Method	—	Becomes possible to cook "Omnipotent Golden Pot" at the cooking station in the armored tank	Examine the cooking station in the armored tank after Eupha joins
Robust Amber Pot Method	—	Becomes possible to cook "Strengthening Amber Pot" at the cooking station in the armored tank	Examine the cooking station in the armored tank after Eupha joins
Enchanting Elegant Copper Method	—	Becomes possible to cook "Demonic Splendor Pot" at the cooking station in the armored tank	Examine the cooking station in the armored tank after Eupha joins
Fluffy Honey Sweets Method	—	Becomes possible to cook "Fluffy Honey Sweets" at the cooking station in the armored tank	Examine the cooking station in the armored tank after Basilio joins
Hard-and-Crunchy Honey Sweets Method	—	Becomes possible to cook "Crunchy Honey Sweets" at the cooking station in the armored tank	Examine the cooking station in the armored tank after Basilio joins
Supreme Spoonful Method	—	At the Armored Tank's cooking counter, "Sublime Spoonful" can be cooked	Create all dishes except "Sublime Spoonful"
Maiden's Heart	—	Skill "Dragon God Summoning" becomes usable	[Drop] Evil Dragon Eto
Possession Demon's Waistcloth	—	Skill "Goblin King Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Vessel: Stone Wings	—	Skill "Statue Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Vessel · Cockscomb	—	Skill "Poison Chicken Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Vessel: Black Skeleton	—	Skill "Bone Black Knight Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Incarnation · Red Mane	—	Skill "Lava Beast Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Offering Vessel · Cow	—	Skill "Ox Demon King Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Incarnation · Great Scythe	—	Skill "Undead King Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Incarnation · Unidentified Body Hair	—	"Skill "Beast Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Incarnation · Pentagram	—	Skill "Fallen Angel Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Breaking Spear	—	Skill "Phantom Demon Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Collar	—	"Skill "Demon Beast Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Lotus	—	Skill "Goddess Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Black Snowman	—	Skill "Night Demon Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Offering Vessel · Conch	—	Skill "Demon God Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Trident Spear	—	Skill "Destruction God Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Receptacle · Hell Fly	—	Skill "Demon King Summoning" becomes usable	Special Experiment on Summoned Beasts (P.084)
Key to the Prayer Room Waiting Room	—	—	[Gathering] Regalis Cathedral
Key to the Offering Hall Grand Warehouse	—	—	Obtainable in the antechamber of Regalis Cathedral (P.209)
Key to the Waiting Room · Guest Room	—	—	Obtain in the antechamber of Legalis Cathedral (P.209)
Key to the Waiting Room · Treasure Chest	—	—	Obtain in the antechamber of Legalis Cathedral (P.209)
Sacred Seal Necklace	—	—	[Treasure] Regalis Cathedral
Broken Key • Upper Half	—	—	[Treasure] Underground Ossuary
Broken Key • Lower Half	—	—	[Treasure] Underground Ossuary
Key to the Deepest Area of the Underground Ossuary	—	—	Obtain "Broken Key: Upper Part" and "Broken Key: Lower Part"
Magical Authentication Key • For Sergeants	—	—	Obtain after defeating Sergeant Zans
Magical Authentication Key • For Maintenance Chiefs	—	—	Obtain after defeating Chief Mechanic Shiba
Magical Authentication Key • For Staff Sergeants	—	—	Obtain after defeating Sergeant Grecon
Magical Authentication Key • For Officers	—	—	Obtain after defeating Chief Guard Salva
Gold false tooth	—	—	[Collection] Montario Festival Opera House
Backstage Rear Entrance Key	—	—	On 09/10 at Montario Festival Opera House, give the middle-aged nobleman in the backstage corridor "Gold False Tooth" (P.229)
Leather Cord	—	—	[Gathering] Montario Festival Opera House
Altaberry Bake	—	—	On 09/10 at Montario Festival Opera House, give the troubled-looking attendant in the backstage corridor "Leather Cord" (P.229)
Unopened Love Letter	—	—	On 09/10 at Montario Festival Opera House, give the hungry-looking young lady in the backstage corridor "Altaberry Bake" (P.229)
Pure Silver Necklace	—	—	[Gathering] Montario Festival Opera House
Play Script	—	—	On 09/10, in the backstage corridor of the Montario Festival Opera House, give the dancer in the dressing room the "Pure Silver Necklace" (P.229)

Information

Items	Buy Price	Effect	Main Acquisition Methods
"The current situation at Regalis Cathedral"	150	Could you tell me about the current situation at Regalis Cathedral?	[Shop] Kazamaya Ardrea
"The monster in the Underground Ossuary"	300	Could you tell me about the Underground Ossuary?	[Shop] Kazamaya Ardrea
"The leader of Tradia Desert"	150	Could you tell me about Tradia Desert?	[Shop] Kazamaya Ardrea
"The Ogre at Begea Corridor"	250	Could you tell me about Begea Corridor?	[Shop] Kazamaya Ardrea
"The monster in the Bandit Hideout"	2000	Tell me about the bandits' hideout	[Shop] Kazamaya Ardrea
The zealot of the "Unknown Ruins"	3500	Tell me about the Unknown Ruins	[Shop] Kazamaya Ardrea
Capital specialty ingredients	400	Tell me about the ingredients obtainable in Capital Gran-Trad	[Shop] Kazamaya Ardrea
The secret of the shop that sells "Red Herb"	600	Tell me about the man near the Cathedral who sells "ingredients" only to regular customers	[Shop] Aldrea the Rumor Monger
Materials for Withering Medicine · Capital	600	Tell me about the materials for the "Secret Withering Medicine"	[Shop] Kazamaya Ardrea
Village goods for sale · Capital	1000	Tell me what kinds of items are sold in Riguno Village	[Shop] Kazamaya Ardrea
Sources of Fish Ingredients	1500	1500 Tell me where to obtain fish ingredients used in cooking	[Shop] Kazamaya Ardrea
Sources of meat ingredients	1500	Tell me where to obtain meat ingredients used in cooking	[Shop] Kazamaya Ardrea
Sources of monster ingredients	1500	Tell me where to obtain monster ingredients used in cooking	[Shop] Kazamaya Ardrea
Sources of vegetable ingredients	1500	Tell me where to obtain vegetable ingredients used in cooking	[Shop] Aldrea the Rumor Monger
Sources of other ingredients	1500	Tell me where to obtain other ingredients used in cooking	[Shop] Kazamaya Ardrea
About bad weather	600	Tell me about the overview and effects of bad weather	[Shop] Kazamaya Falcone
The secret of "Criante Castle"	1500	Can you tell me about the secrets of Criante Castle	[Shop] Kazamaya Falcone
The "King of the Goblin Den"	1000	Can you tell me about the characteristics and ways of fighting the monsters in the Goblin Den?	[Shop] Kazamaya Falcone
The "Insect of the Man-Eating Cave"	1300	Can you tell me about the characteristics and ways of fighting the monsters in the Man-Eating	[Shop] Kazamaya Falcone
The "Treasure of the Abandoned Tomb"	1500	Can you tell me about the characteristics and ways of fighting the monsters in the Abandoned	[Shop] Kazamaya Falcone
Martira's specialty ingredient	800	Can you tell me about the ingredients that can be obtained in Martira and its surrounding areas	[Shop] Rumor Broker Falcone
Ingredients for dried medicine - Martira	600	Tell me about the materials for the "Secret Withering Medicine"	[Shop] Kazamaya Falcone
Village goods - Martira	500	Can you tell me what kinds of things are sold in Komero Village	[Shop] Kazamaya Falcone
"Troop Quarters" Sergeant Zans	1800	Tell me about Sergeant Zans's fighting style and weaknesses	[Shop] Kazamaya Bulpes
"Right-Side Corridor" Maintenance Chief Shiba	1800	Tell me about Maintenance Chief Shiba's fighting style and weaknesses	[Shop] Kazamaya Bulpes
"Port-Side Corridor" Sergeant Grecon	1800	Tell me about Sergeant Grecon's fighting style and weaknesses	[Shop] Kazamaya Bulpes
"Bridge" Follower Cabio	1800	Tell me about Helmsman Cabio's fighting style and weaknesses	[Shop] Kazamaya Bulpes
Security Chief Salva, whereabouts unknown	1800	Tell me about Security Chief Salva's fighting style and weaknesses	[Shop] Kazamaya Bulpes
The giant bird of "Gracia Jungle"	1500	Tell me about the characteristics and fighting style of the monster in Gracia Jungle	[Shop] Wind News Bulpes
The ghost of "Tomb of Lamentation"	1500	Tell me about the characteristics and fighting style of the monster in Tomb of Lamentation	[Shop] Kazamaya Bulpes
The Monster of the "Tower of Jealousy"	1800	Can you tell me about the characteristics and fighting style of the monster in the Tower of Jealousy, as well as the tower's location?	[Shop] Kazamaya Bulpes
The Trial of the "Tower of Jealousy"	1500	Can you tell me about the trial of the Tower of Jealousy?	[Shop] Kazamaya Bulpes
The Great Bird Monster at the "Manor of the Heavenly People"	2500	Tell me about the characteristics and fighting style of the monsters in the mansion of	[Shop] Kazamaya Bulpes
Oceana's Specialty Ingredient	1000	the Heavenly People Tell me about the ingredients that can be obtained in and around Blyhaven	[Shop] Kazamaya Bulpes
Materials from withered leaves · Seaside city	600	Tell me about the materials for the "Secret Withering Medicine"	[Shop] Kazamaya Bulpes
Goods sold in the village · Seaside city	1000	Tell me what kinds of things are sold in Inund Village	[Shop] Kazamaya Bulpes
The secret of the Yugif tribe's stall	1000	Tell me the secret of the stall on Seaside Breeze Street where only medicinal herbs can be bought	[Shop] Kazamaya Sferano
The monsters of "Dragon Palace Temple"	2200	Tell me about the monsters in Dragon Palace Temple	[Shop] Kazamaya Sferano
The monstrous bird of "The Circle's Sign"	2000	Tell me about the characteristics and fighting style of the monsters in The Circle's Sign	[Shop] Kazamaya Sferano
The trial of "The Land of Ritual"	2500	Tell me about the characteristics and fighting style of the monsters in the Land of Rituals	[Shop] Kazamaya Sferano
The phantom bird of "The Tower of Blind Faith"	2500	Tell me about the characteristics and fighting style of the monsters in the Tower of Blind Faith	[Shop] Kazamaya Sferano
"The Trial of the Tower of Blind Faith"	1500	Tell me about the trial of the Tower of Blind Faith	[Shop] Kazamaya Sferano
The specialty food of Virga Island	1000	Tell me about the ingredients that can be obtained on Virga Island and its surrounding areas	[Shop] Kazamaya Sferano
"The features of Sirento Village"	1200	Tell me about the location and features of Sirento Village	[Shop] Kazamaya Sferano
Village goods sold on Virga Island	1000	Tell me what kinds of things are sold in Sirento Village	[Shop] Kazamaya Sferano
About Louis's fighting style	3000	Tell me about the fighting style of the strongest nemesis, Louis	[Shop] Kazamaya Lama
The movements of "Catherina"	1500	Tell me where the bounty hunter Catherina is right now	[Shop] Kazamaya Lama
The monster in the Tower of Insolence	3000	Learn about the characteristics and fighting methods of the monsters in the Tower of Insolence	[Shop] Kazamaya Lama
"The Trial of the Tower of Insolence"	1500	Learn about the trials of the Tower of Insolence	[Shop] Kazamaya Lama
The giant in "The Abandoned Road"	3500	Learn about the characteristics and fighting methods of the monsters on the Abandoned Road	[Shop] Kazamaya Lama
The ice beast in "The Everfrost Forest"	3000	Learn about the characteristics and fighting methods of the monsters in the Everfrost Forest	[Shop] Kazamaya Lama
The Monsters of Mount Urukano	3500	Learn about the characteristics and fighting methods of the monsters in Mount Vulcano	[Shop] Kazamaya Lama
Montario's specialty ingredients	1000	Learn about the ingredients obtainable in Altaberry and its surroundings	【Shop】 Kazamaya Rama
Village goods for sale · mountain city	1000	Learn about what kinds of things are sold in Marva Village	【Shop】 Kazamaya Rama

Shop Data

Items available for purchase at each shop may also be added as the story or quest progresses. The conditions required to start sales are also listed, so be sure to check them.

How to Read Shop Data

1 Royal Capital Gran-Trad

2 hours: Day/Night

Blacksmith "Spado" 3

4 Weapons:

Items	Price	Limited	Sales conditions
Kurogane 5	6	7	8
Golden Épée	50,000 Hulkenberg joins		

4 Purification (※2)

Transformation item	Cost	Required Materials
Master 5 small	9	Mining Work Clothes ×110 "Water ×1
Fiery Dragon Greats	1600	Reverse Scale Greatsword ×1, Blessed Water ×1

1 Region: The place where the shop is located. Villages and traveling merchants are classified under "Other."

2 Business hours: The time period when the shop is open

③ Shop name: The name of the shop or stall NPC

4 Type: The type of item being sold

⑤ Item: The name of the item that can be obtained through purchase or purification

⑥ Price: The purchase price of the item

⑦ The maximum number of limited items that can be purchased. "One" indicates a product with no purchase limit

8 Purchase conditions: The conditions required to be able to purchase the item. Quest No corresponds to the number listed in the quest walkthrough (P.246)

⑨ Cost: The cost required to perform purification

⑩ Required materials: Materials required to perform purification

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Royal Capital Gran-Trad

Business Hours: Day and Night

刀E “Spado”

Weapons

Items	Price	Limited	Sales Conditions
Black Iron Sword	2850	—	—
Golden Epee	50000	1 Hulkenberg joins	
Fire Staff	2500	—	—
Black Iron Greatsword	3000	—	—
Iron Spear	3120	—	Hulkenberg joins
Bronze Knuckles	2950	—	—
Apprentice's Iron Staff	2660	—	—
Comet Sword	92000	—	
Orichalcum Sword	138000	—	
Crimson Flame Sage Staff	99000	—	
Azure Snow Immortal Staff	99000	—	
Purple Lightning Immortal Staff	99000	—	
Rod of Twilight	130000	—	
Comet Greatsword	94000	—	
Cursed Blade Nihil	141000	—	
Comet Spear	93500	—	
Spear of the Guardian Saint	140250	—	
Comet Gauntlets	94200	—	
Iron Fist of the End-Time Overlord	141300	—	
Comet Staff	91500	—	
Demon-Repelling Extermination Staff	137300	—	
Comet Bow	92400	—	
Orichalcum Bow	138600	—	From 09/24 onward
Comet Dagger	92600	—	
Assassin Blade: Thousand Purple and Ten Crimson	138900	—	
Comet Dagger	93000	—	
Orichalcum Dagger	139500	—	
Comet Fan	95600	—	
Victor's War Fan	143400	—	
Comet Abacus	90900	—	
Echigoya Abacus	136350	—	
Comet Fan	95500	—	
Queen's Jewel Fan	143200	—	
Comet Staff	98600	—	
Attracting Staff	147900	—	
Comet Axe	99000	—	
Blazing War Axe	148500	—	

Business Hours: Day and Night

Kronia Armor Merchant

Armor

Items	Price	Limited	Sales Conditions
Iron Mail	3450	—	
Gran Jacket	2200	—	
Noble Tuxedo	50000	1 Hulkenberg joins	
Novice Surcoat	2250	—	
Comet Heavy Armor	84000	—	
Orichalcum Mail	126000	—	
Star Breastplate	80000	—	
Orichalcum Vest	120000	—	From 09/24 onward
Archbishop's Robe	78800	—	
King’s Robe	118200	—	

Sub-Armor

Items	Price	Limited	Sales Conditions
Apprentice monk's hood	600	—	—
Black Iron Gauntlets	650	—	—
Black Iron Greaves	750	—	—
Comet Helm	35400	—	
Orichalcum Helm	53100	—	
Comet Headband	34200	—	
Headband of Desperate Resolve	51300	—	
Comet Hair Ornament	30600	—	
Archbishop's Mitre	45900	—	From 09/24 onward
Comet Gauntlet	30100	—	
Orichalcum Gauntlet	45150	—	
Jewel Gloves	31000	—	
Comet Greaves	34800	—	
Orichalcum Greaves	52200	—	
Pumpspica	49800	—	

Business Hours: Day and Night

General store "Anshin Kampo-do"

Consumption

Items	Price	Limited	Sales Conditions
Medicinal Herb	50	—	—
Healing potion	125	—	—
High-grade healing potion	450	—	—
Life-saving medicine	1000	—	From 09/26 onward
Spiritwork	2000	—	
Revival Medicine	900	—	—
Antidote serum	100	—	—
Anti-numbness vitamin pills	160	—	—
Pungent Wake-Up Medicine	90	—	From 09/26 onward
Never-Forgotten Notebook	275	—	
Sanity Harisen	390	—	—
Warm Pack	175	—	From 09/26 onward
Ariaadne's Thread	100	—	—
Paralysis Arrow	220	—	—
Explosive Moth	50	—	From 09/26 onward
Tou Honeybee	50	—	

Valuables

Items	Price	Limited	Sales Conditions
Water of Thirst	500	-	Quest No. 47 Accepted

Business Hours: Night Only

Darkness Magic Hall

Consumables

Items	Price	Limited	Sales Conditions
Fire Small Bottle	270	—	—
Ice block	270	—	—
Thunder Stone	270	—	—
Windmill	270	—	—
Flash Orb	335	—	—
Magic Straw Doll	335	- -	—
Molten Crystal	1250	—	Ability "Magic Shop's
Freezing Magic Ice Pillar	1250	—	☐ Proficiency · True" Learned

■ Consumables

Items	Price	Limited	Sales Conditions
Electric Thunder Drum	1250	—	Ability "Magic Shop's ☐ Proficiency · True" Learned
Storm Magic Flute	1250	—	
Exorcism Mirror	1400	—	
Necrotic Stone	1400	—	
Fiery Lizard Breath	2500	—	
Snow Woman's Breath	2500	—	
Thunder Beast's Breath	2500	—	
Wind Fairy's Breath	2500	—	
Celestial Horse's Breath	2750	—	
Breath of the Fly King	2750	—	

■ Accessories

Items	Price	Limited	Sales Conditions
Bodyguard's Tenugui	27500 4		—
Shadow Clone Paper Doll	49000	4	—
Rationalist's Handbook	120000 4		Ability "Magic Shop's ☐ Proficiency · True" Learned
Avoid Ring	150000 4		
Fire Talisman	50000 4		
Ice Amulet	50000	4	
Thunder Amulet	50000	4	
Wind Amulet	50000	4	
Light Amulet	60000	4	
Anti-Poison Mask	7350	—	—
Numbness-Proof Permanent Magnet	8400	—	—
Amulet of Exorcism	9000	—	—
Garlic Scent Pouch	8750	—	—
Forget-me-not Scent Pouch	10700	—	—
Mint Scent Pouch	11600	—	—

Business Hours: Day and Night

Kazamaya Aldrea

■ Information

Items	Price	limited	Sales Conditions
Fanatic of the "Unidentified Ruins"	3500	1	Quest No. 69 accepted
"The monster in the Bandit Hideout"	2000	–	Quest No. 52 accepted
The monster of "the Underground Ossuary"	300	–	Quest No. 28 accepted
"The leader of Tradia Desert"	150	–	Quest No. 22 accepted
The ox demon of "Beregga Corridor"	250	–	Quest No. 21 accepted
Current status of "Regalis Cathedral"	150	–	—
Sources of Fish Ingredients	1500	–	
Sources of meat ingredients	1500	–	
Sources of monster ingredients	1500	1	From 09/26 onward
Sources of vegetable ingredients	1500	–	
Other ingredient acquisition sources	1500	–	
Withered Potion Materials · Royal Capital	600		Quest No. 47 accepted
Village goods for sale · Capital	1000		Quest No. 52 accepted
Capital specialty ingredients	400	–	(*1)
The secret of the shop that sells "Red Herb"	600	–	

*1: Talk to the man who looks like a know-it-all, then let time pass. Or, progress the story to 06/29 without talking to him even once

Business Hours: Day and Night

Raiken Magic Trading Company

■ Accessories

Items	Price	Limited	Sales Conditions
Flame Magic Device	50000	—	—
Blazing Magic Device	100000	—	Learned ability "Magitek Festival"
Snow Magic Device	50000	—	—
Great Glacier Magic Device	100000	—	Ability "of the magical device Learn "Festival"

■ Accessories

Items	Price	Limited	Sales Conditions
Lightning Magitek	50000		—
Thunder and Lightning Magitek	100000	—	Learned ability "Magitek Festival"
Storm Magic Device	50000	—	—
Wind Magical Device	100000	—	Learned ability "Magitek Festival」"
Holy Magical Device	55000	—	—
Holy Magitek	110000	—	Learned ability "Magitek Festival"
Nether Magical Device	55000		—
Underworld Magical Device	110000	—	Learned ability "Magitek Festival"
Omnipotent Magitek	130000	—	
All-Powerful Magitek	990000 1		
Might Formation Magitek	97500	—	Ability "Peerless Quality Learned "Set"
Iron Wall Formation Magitek	97500	—	
Magical Device of the Rapid Formation	97500	—	
Power Charge Magic Device	130000	—	Learned ability "Magitek Festival"
Transcendence Magic Device	130000	—	

Business Hours: Day and Night

Fermist Church

■ Consumables

Items	Price	limited	Sales Conditions
Soul-return incense	5000	—	—
Sterilizing holy water	140	—	—
Awakening Bell	180	—	—
Sedative	90		—
Holy Bread of Dispel	75	—	—
Fermis Ointment	65	—	—
Pure Breath	500	–	Accepted Quest No. 18

■ Valuables

Items	Price	Limited	Sales Conditions
Rainbow Flower	500	–	Quest No. 34 accepted

■ Purification (2)

Transformation item	Cost	Required Materials
Foreman Jacket	400	Mining work clothes ×1, Blessed Water ×1
Blazing Dragon Greatsword	1600	Great Sword of Reverse Scales x1 Blessed Water x1
Purifying Holy Fist	1020	Evil-Breaking Fist x1, Blessed Water x1
Waning Moon Sacred Staff	1400	Moonshadow Mace x1, Blessed Water x1
Mad Spear That Pierces Ten Thousand Demons	2700	Hundred Demons Thrust Spear x1, Blessed Water x2
Guardian's Greaves	750	Gatekeeper's Greaves x1, Blessed Water x1
Sage Clogs	1000	Monk's Clogs x1, Blessed Water x1
Steel Chunk	6960	Iron ingot ×1, Blessed Water ×2, Grace Spirit Water ×1
The thrifty person's abacus	5000	Apprentice's abacus ×1, Blessed Water ×2, Grace Spirit Water ×1
Investor's Abacus	5000	Apprentice's abacus ×1, Blessed Water ×2, Grace Spirit Water ×1
The thrifty person's abacus	50	Investor's abacus ×1
Investor's Abacus	50	Miser's Abacus ×1
Crimson Twin-Fang Sword	4600	Crimson Fang Knife ×1, Blessed Water ×2, Grace Water ×1
Jōhari Radiant Staff	6900	Glass Staff ×1, Blessed Water ×2
Grand Tutor's Staff	10000	Sage's Staff ×1, Blessed Water ×2, Grace Water ×1
Great Eagle's Strong Bow	4200	White Hawk Bow ×1, Blessed Water ×2, Grace Water ×1
Armored Coral's Hard	3500	Coral Spear ×1, Blessed Water ×2, Grace Dragon Spirit Water ×1

*2: Available at Insight Rank 2 or higher

■ Fermist Church: Purification

Transformation Items	Cost	Required Materials
Chancellor's War Fan	3300	Strategist's Battle Fan ×1, Blessed Water ×2, Grace Dragon Spirit Water ×1
Fierce Fist, Crushing Bone and Body	4550	Bone-Crushing Iron Fist ×1, Blessed Water ×2, Grace Favor Spirit Water ×1
Kamaitachi's Twin Blades	4100	Fleeting Dagger ×1, Blessing Water ×2, Grace Spirit Water ×1
Muscle Armor	7500	Heavy Armor ×1, Blessing Water ×2, Grace Spirit Water ×2
Masurao's Vambrace	2085	Ogre Gauntlet ×1, Blessing Water ×1, Grace Spirit Water ×1
Galaxy Fierce Star Fist	8200	Moon Goddess Fist ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Divine Water ×1
Mirror Mail	13500	White Mail ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Divine Water ×1
Demon Mail	13500	White Mail ×1, Holy Water ×1, Graceful Sacred Water ×1, Heavenly Dragon's Divine Water ×1
Demon Mail	50	Mirror Mail ×1
Mirror Mail	50	Demon Mail ×1
Vanguard's Sash	7500	Vigorous Bandage ×1, Holy Water ×2, Graceful Dragon's Sacred Water ×2
Sword of Shinato	25000	Hisui Sword ×1, Blessing Water ×2, Grace Spirit Water ×2, Heavenly Dragon Sacred Water ×2
Stone Cuirass	5850	Rock Lion Cuirass ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon
Fan of the Warrior General	7750	Sacred Water ×1 Brave General's War Fan ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Sacred Water ×1
Fire Rat Hide Helmet	14000	Pure White Helm ×1, Grace Spirit Water ×2, Divine Water of the Heavenly Dragon ×1
Golden Bird Feather Helmet	14000	Pure White Helm ×1, Grace Spirit Water ×2, Divine Water of the Heavenly Dragon ×1
Golden Bird Feather Helmet	50	Fire Rat Skin ×1
Fire Rat Skin	50	Golden Bird Feather ×1
Ame-no-Habakiri	13310	Ten-Thrust Sword ×1, Blessing Water ×2, Graceful Spirit Water ×2, Heavenly Divine Water ×2
Spear of Judgment	25000	Ancient Great God's Spear ×1, Blessing Water ×2, Grace Dragon Spirit Water ×2, Heavenly Dragon Divine Water ×2
Divine Fist	12350	Saint's Gauntlet ×1, Blessing Water ×2, Graceful Spirit Water ×2, Heavenly Dragon Divine Water ×2
Golden Wing Abacus	11000	Legendary Abacus ×1, Blessing Water ×2, Graceful Spirit Water ×2, Heavenly Divine Water ×2
Fire Goddess's Divine Fan	12400	Rakshasa Woman's Immortal Fan×1, Blessed Water×2, Graced Spirit Water×2, Heavenly Dragon's Sacred Water×2
Suzaku Staff	13200	Crimson Flame Staff×1, Blessed Water×2, Graced Dragon Spirit Water×2, Heavenly Dragon's Sacred Water×2
Genbu Staff	13200	Black Winter Staff×1, Blessed Water×2, Dragon Spirit Water×2, Heavenly Dragon's Sacred Water×2
Byakko Staff	13200	White Lightning Staff×1, Blessed Water×2, Dragon Spirit Water×2, Heavenly Dragon's Sacred Water×2
Seiryu Staff	13200	Blue Gale Staff×1, Blessed Water×2, Dragon Spirit Water×2, Heavenly Dragon's Sacred Water×2
Decapitating Axe Catastrophe	23100	Destroyer Axe ×1, Blessing Water ×2, Grace Spirit Water ×2, Heavenly Dragon Divine Water ×2
Crimson Rock Cuirass	15000	1 Red Lion Breastplate, 1 Blessing Water, 1 Water of Grace, 1 Heavenly Dragon Divine Water
Master Swordsman Headguard	9000	1 Seasoned Headguard, 1 Blessing Water, 1 Water of Grace, 1 Heavenly Dragon Divine Water
Spear Saint's Headband	9000	1 Seasoned Headguard, 1 Blessing Water, 1 Water of Dragon Grace, 1 Heavenly Dragon Divine Water
Hammer Artisan Headguard	9000	1 Seasoned Headguard, 1 Blessing Water, 1 Water of Grace, 1 Heavenly Dragon Divine Water
Spear Saint's Headband	50	1 Master Swordsman Headguard
Hammer Artisan Headguard	50	1 Master Swordsman Headguard
Master Swordsman Headguard	50	1 Spear Saint Headguard
Hammer Artisan Headguard	50	1 Spear Saint Headguard

■ Purification

Transformation Items	Cost	Required Materials
Master Swordsman's Headband	50	Hammer Artisan's Headband ×1
Spear Saint's Headband	50	Hammer Artisan's Headband ×1
Asura's Vambraces	12400	Demon-Sealing Gauntlet ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Divine Water ×1
Yaksha's Gauntlet	12400	Demon-Sealing Gauntlet ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Divine Water ×1
Rakshasa Gauntlets	12400	Demon-Sealing Gauntlet ×1, Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Divine Water ×1
Yaksha's Gauntlet	50	Shura Gauntlet ×1
Rakshasa Gauntlets	50	Shura Gauntlet ×1
Asura's Vambraces	50	Yaksha Gauntlet ×1
Rakshasa Gauntlets	50	Yaksha Gauntlet ×1
Asura's Vambraces	50	Rakshasa Gauntlet ×1
Yaksha's Gauntlet	50	Raiden's Gauntlets ×1
Great Healing Greaves	10000	Quick Healing Greaves ×1, Holy Water ×1, Graceful Sacred Water ×1, Heavenly Dragon's Divine Water ×1
Flame God's Red Tabi	13800	Pure White Tabi ×1, Holy Water ×1, Graceful Sacred Water ×1, Heavenly Dragon's Divine Water ×1
Ice God's Blue Tabi	13800	Pure White Tabi ×1, Holy Water ×1, Graceful Sacred Water ×1, Heavenly Dragon's Divine Water ×1
God of Thunder's Yellow Tabi	13800	Pure White Tabi ×1, Blessing Water ×1, Grace Spirit Water ×1 Heavenly Dragon Sacred Water ×1
God of Wind's Green Tabi	13800	Pure White Tabi ×1 Blessing Water ×1, Grace Spirit Water ×1, Heavenly Dragon Sacred Water ×1
Ice God's Blue Tabi	50	God of Fire's Red Tabi ×1
God of Thunder's Yellow Tabi	50	God of Fire's Red Tabi ×1
God of Wind's Green Tabi	50	God of Fire's Red Tabi ×1
Flame God's Red Tabi	50	Ice God's Blue Tabi ×1
God of Thunder's Yellow Tabi	50	Ice God's Blue Tabi ×1
God of Wind's Green Tabi	50	Ice God's Blue Tabi ×1
Flame God's Red Tabi	50	Thunder God's Yellow Tabi ×1
Ice God's Blue Tabi	50	Thunder God's Yellow Tabi ×1
God of Wind's Green Tabi	50	Thunder God's Yellow Tabi ×1
Flame God's Red Tabi	50	Wind God's Green Tabi ×1
Ice God's Blue Tabi	50	Wind God's Green Tabi ×1
Thunder God's Yellow Tabi	50	Wind God's Green Tabi ×1

Business Hours: Day and Night

Entero Couple's Water Shop

■ Consumption

Items	Price limited		Sales Conditions
Clean Drinking Water	50	—	—
Assorted Fruit Juice	1000	3	—
Premium Natural Juice	7500	3	From 09/26 onward
Mild Milk	800	—	
Fragrant Ground Powder	400	—	
Brai Salt	800	—	
"Orgo Sugar	1000	—	
Altaberry flour	2000	—	

Business Hours: Day and Night

Holy Land of Meat

■ Consumables

Items	Price	Limited	Sales Conditions
Bidou bird meat	250	—	—
Mora Rabbit Meat	500	—	
Silky Smooth	1000	—	
Monster Bone	1200	—	
Funya Funa	2000	—	From 09/26 onward
Brocade Koi	3500	—	
White Peach Turnip	1000	—	
Rock Beans	300	—	

Business Hours: Day and Night

Masked Shopkeeper

■ Consumption

Items	Price	Limited	Sales Conditions
Ando Nuts	650	—	—
Blank-Hammer	85	—	—
Elixir Panacea	25000	—	From 09/26 onward
Cursed Eye Card	2500	—	

Business Hours: Day and Night

Herb Seller

■ Consumables

Items	Price	Limited	Sales Conditions
One Red Herb	150	—	Purchase the "Secret" of the shop that sells "Red Herb"
4 Red Herbs	500	—	

Business Hours: Night Only

Paripas's Shopkeeper

■ Consumption

Items	Price	Limited	Sales Conditions
Blue cheese	95	—	—
Rainbow mold cheese	900	—	From 09/26 onward

Business Hours: Night Only

Painter of Ishkia

■ Accessories

Items	Price	Limited	Sales Conditions
Disease-Free Glasswork	5600	—	—
Fireward Glassware	5600	—	—
Exorcising Glasswork	60000	—	From 09/26 onward
Chipped Hammer Glassware	60000	—	

Martira, the Old Castle Town

Business Hours: Day and Night

Weapon Shop "Actis Workshop"

■ Weapons

Items	Price	Limited	Sales Conditions
Subhuman-Hunting Baselard	10800 1		—
Damascus Greatsword	8350	—	—
Partisan	8440	—	—
Damascus Knuckles	8200	—	—
Flame Priest Card	8000	—	—
Priest of Sno杖	8000	—	—
Damascus Mace	7900	—	—
Hunter's Crossbow	8070		—
Sand Glass Dagger	10500	—	Hai-Zame Joins
Silver Dagger	7900	—	—
Ebony War Fan	9180	—	—
Commander's War Fan	17200		—
Ebony Abacus	8250	—	—
Connoisseur's Abacus	55500 1		—

Business Hours: Day and Night

Armor Shop "Ekaran"

■ Armor

Item	Price	Limited	Sales Conditions
Damascus Vest	7700	—	—
Hermit's Clo	20000		—
Silver-Embroidered Robe	10300	—	—

■ Sub-Armor

Items	Price	Limited	Sales Conditions
Silver Headpiece	3550		—
Desert Gloves	3350	—	—
Sand Rat Greaves	3000	—	—
Brave Guard	40000		—

Business Hours: Day and Night

General goods shop "Miru Miru-do"

■ Consumables

Items	Price	Limited	Sales Conditions
Medicinal Herb	50	—	—
Healing potion	125	—	—
Fairy powder	190	—	—
Revival Service	900	—	—
Antidote serum	100	—	—
Anti-numbness vitamin pills	160	—	—
Pungent Wake-Up Medicine	90		—
Never-Forgotten Notebook	275	—	—
Sanity Harisen	390	—	—
Capture Rope	570	—	—
Sleep Thorn	90	—	—
Ariaadne's Thread	100	—	—

Business Hours: Day and Night

Kazamaya Falcone

■ Information

Items	Price	Limited	Sales Conditions
The Treasure of the "Deserted Tomb"	1500		1. Accept Quest No. 31
The Worms of the "Man-Eating Cave"	1300	-	Accept Quest No. 29
The Secret of "Criante Castle"	1500		From 07/05 onward
The "King of the Goblin Den"	1000	-	Accept Quest No. 23 or 29
Village merchandise · Martira	500	-	Quest No. 22 Accepted
About bad weather	600	-	From 07/05 onward
Martira specialty ingredient	800		—
Ingredients for a Wither Remedy - Martira	600	-	Quest No. 47 Accepted

Business Hours: Day and Night

Water Seller Opisto

■ Consumption

Items	Price	Limited	Sales Conditions
Clean Drinking Water	50	—	—
Mild Milk	800	5	—
Mixed fruit juice	1000	3	—

Business Hours: Day and Night

Fresh Meat Shop

■ Consumption

Items	Price	Limited	Sales Conditions
Bidou bird meat	250	—	—
Mora Rabbit Meat	500	—	—

Business Hours: Day and Night

Vegetable Seller Girl

■ Consumption

Items	Price	Limited	Sales Conditions
Bean	300	—	—
Fragrant Ground Powder	100	—	—
Seed of the Hero Fruit	500	—	—

Business Hours: Day and Night

Insect Seller Boy

■ Consumable

Items	Price	Limited	Sales Conditions
Worm Bait	100	—	—
Grasshopper Bait	250	—	—

Marine City Braihaven

Business Hours: Day and Night

Sword Galeo

■ Weapons

Items	Price	Limited	Sales Conditions
Sailor's Sword	20800	-	—
Rosen Rod	20000	—	—
Azure Rod	20000	-	—
Zweihander	21000	—	—
Executioner	65000	1	—
Halberd	20190	—	—
Sea Folk's Spear	65000	1	—
Deep Sea Tortoiseshell Fist	19900	—	—
Transparent Pearl Staff	19500	—	—
Miracle Mace	90000	-	—
Navy Shot	18900	—	—
Ninja Sword	20200	—	—
Cinquedea	19000	—	—
Mother-of-Pearl War Fan	19660	—	—
Nouveau Riche's Abacus	18900	—	—
Ebony Fan	18760	—	Juna Joins
Lady's Silver Fan	35140	—	Juna Joins

Business Hours: Day and Night

Armor Shop "Unfettered"

■ Armor

Items	Price	Limited	Sales Conditions
Navy Armor	18000	—	—
Maximilian	40000	1	—
Navy Vest	16500	-	—
Breastplate of Healing	35000	1	—

■ Sub-Armor

Items	Price	Limited	Sales Conditions
Marine Helmet	7000	—	—
Master Craftsman's Headband	15000	1	—
Naval Steel Gauntlets	7540	—	—
Espadrilles	6980	—	—

Business Hours: Day and Night

General Goods Store "Black Cat's Claw"

■ Consumption

Items	Price	Limited	Sales Conditions
High-Grade Healing Medicine	450	—	—
Life-Saving Medicine	1000	—	—
Fairy powder	190	—	—
Great Fairy Powder	650	—	—
Revival Medicine	900	—	
Antidote serum	100	—	
Anti-numbness vitamin pills	160	—	
Pungent Wake-Up Medicine	90	—	
Enchanting Lipstick	275	—	—
Fatigue	135	—	—
Ariadne's Thread	100	—	—

Magic Shop "Deep-Sea Phantasm"

Business Hours: Night Only

■ Consumables

Items	Price	Limited	Sales Conditions
Fire Small Bottle	270	—	—
Ice block	270	—	—
Thunder Stone	270	—	—
Windmill	270	—	—
Flash Orb	335	—	—
Magic Straw Doll	335	—	—
Molten Crystal	1250	—	
Freezing Magic Ice Pillar	1250	—	
Electric Drum	1250	—	
Storm Magic Flute	1250	—	
Exorcism Mirror	1400	—	
Necrotic Stone	1400	—	Learn the ability "Magic Shop's ⊏Expertise・True"
Fiery Lizard Breath	2500	—	
Snow Woman's Breath	2500	—	
Thunder Beast's Breath	2500	—	
Wind Fairy's Breath	2500	—	
Celestial Horse's Breath	2750	—	
King's Breath	2750	—	

■ Accessories

Items	Price	"Limited	Sales Conditions
Bodyguard's Tenugui	27500	4	—
Shadow Clone Paper Doll	49000	4	—
Rationalist's Handbook	120000 4		
Avoid Ring	150000 4		
Flame Talisman	50000 4		
Ice Talisman	50000 4		Ability "Magic Shop's ☐ Proficiency · True" Learned
Thunder Talisman	50000 4		
Wind Talisman	50000 4		
Light Talisman	60000 4		
Anti-Poison Mask	7350	—	—
Numbness-Proof Permanent Magnet	8400	—	—
Amulet of Exorcism	9000	—	—
Garlic Scent Pouch	8750	—	—
Forget-me-not Scent Pouch	10700	—	—
Mint Scent Pouch	11600	—	—

Kazamaya Burupesu

Business Hours: Day and Night

■ Information

Items	Price	Limited	Sales Conditions
"Troop Quarters" Sergeant Zans	1800	⌐	—
"Right-Side Corridor" Maintenance Chief Shiba	1800	⌐	—
"Port Corridor" Sergeant Major Grekon	1800	⌐	—
"Bridge" Devotee Kabio	1800	⌐	—
Security Chief Salva, whereabouts unknown	1800 1		—
Trial of the "Tower of Vicious Sight"	1500	⌐	Quest No. 74 accepted
The Great Bird Monster at the "Manor of the Heavenly People"	3500	1	Quest No. 68 accepted
The monstrous bird of "Gracia Jungle"	1500	1	Quest No. 40 accepted
The ghost of "Mourning Grave"	1500	1	Quest No. 36 accepted
The monster of "Tower of Vicious Sight"	1800	1	Quest No. 39 accepted
Oceana's Specialty Ingredient	1000	⌐	—
Village merchandise · Maritime city	1000	⌐	—
Withered Leaves materials · Maritime city	600	1	Quest No. 47 Accepted

Kastor-marked Water Shop

Business Hours: Day and Night

■ Consumables

Items	Price	limited	Sales Conditions
Clean Drinking Water	50	'	—
Blaise Salt	800	—	—
Mixed fruit juice	1000	3	—

Rough-and-tumble Explosive Fish Shop

Business Hours: Day and Night

■ Consumption

Items	Price	Limited	Sales Conditions
Silky Smooth	1000	—	—
Mora Rabbit Meat	500	—	—

Nidia's Shopkeeper

Business Hours: Day and Night

■ Accessories

Items	Price	Limited	Sales Condition
Ring of Rough Waves	15000	—	Day of Fire
Prototype Ring	40000	—	Day of Water
Healing Bell	20000	—	Green Day
Power Bracelet	5000	—	Iron Day
Swift Anklet	9000	—	Rest day

Suspicious Shopkeeper (※)1(2)

Business Hours: Day and Night

■ Consumption

Items	Price	Limited	Sales Conditions
Patient's White Mask	25000	' '	
White Mask of the Mage	25000	—	
Mask of the Priestess	25000	—	Fire Day
White Mask of the Empress	25000	—	
Emperor's White Mask	25000	—	
Pope's White Mask	25000	—	
Mask of Love	25000	—	
Chariot White Mask	25000	—	Water Day
Justice White Mask	25000	—	
Hermit's White Mask	25000	—	
Fate White Mask	25000	—	
Stalwart White Mask	25000	—	
White Mask of the Hanged Man	25000	—	Green Day
Death God's White Mask	25000	—	
Mask of Temperance	25000	—	
Devil's White Mask	25000	—	
Tower White Mask	25000	—	
Star's White Mask	25000	—	
Moon White Mask	25000	—	Iron Day
Sun White Mask	25000	—	
Judgment White Mask	25000	—	
Inside the sand worm	600	—	
Giant Belly Meat	400	—	Rest day
Enchanted Flower Nectar	2400	—	

※1: Until you purchase "The Secret of the Yujif Tribe's Stall" at the wind shop on Birga Island You can purchase only "Herbs" for 100 Reev

※2: You can purchase one per day

Birga Island

Business hours: Daytime only

Weapons and armor shop “Silica”

Weapons

Items	Price	"Limited	Sales Conditions
Clewang	41750	—	—
Fire Serpent's Magic Staff	41500	—	—
Snow Frog Magic Staff	41500	—	—
Thunder Scorpion Magic Staff	41500	—	—
Nameless Greatsword	42600	—	—
Kusanagi Longsword	80000	—	—
Dragon Crest Gauntlets	41700	—	—
Sea Fluorite Light Staff	40700	—	—
Veteran Harp Bow	39750	—	—
Stiletto	40000	—	—
Iron Sword: Wabi-Sabi	80000	—	—
Wolf Fang Dagger	39200	—	—
Dragon Dance Dagger	80000	—	—
Obsidian Abacus	39400	—	—
Sea Fa[?]n	40000	—	—
Calming Osmanthus Fan	69900 1		—

Armor

Items	Price	Limited	Sales Conditions
Kafutan Reef	26200	—	—
Doudunu	30000	—	—
Jet-Black Cape	39500	—	—
Full Moon Robe	100000 1		—

Sub-Armor

Items	Price	Limited	Sales Conditions
Hard Scale兜	12500	—	—
Tooth-Decorated Headband	8140	—	—
Hard Scale Vambrace	8270	—	—
Fire Spirit's Red Long Boots	45000	—	—
Blue Long Boots of the Ice Spirit	45000	—	—
Yellow Boots of the Thunder Spirit	45000	—	—
Green Boots of the Wind Spirit	45000 1		—

Business Hours: Day and Night

General Store "Abyss Hall"

Consumption

Items	Price	limited	Sales Conditions
Spirit Powder	3250	—	—
Revival Medicine	900	—	—
Sterilizing holy water	140	—	—
Warm Pack	175	—	—
Pungent Wake-Up Medicine	90	—	—
Ando Nuts	65	—	—
Shattered Hammer	2500	—	—
Hammer of Magical Ruin	2500	—	—
Ariaadne's Thread	100	—	—

Business Hours: Night Only

Spell shop “Keft」

Consumption

Items	Price	limited	Sales Conditions
Fire Small Bottle	270	—	—
Ice block	270	—	—
Thunder Stone	270	—	—
Windmill	270	—	—
Flash Orb	335	—	—
Magic Straw Doll	335	—	—
Molten Crystal	1250	—	
Freezing Magic Ice Pillar	1250	—	
Electric Drum	1250	—	
Storm Magic Flute	1250	—	
Exorcism Mirror	1400	—	
Necrotic Stone	1400.	—	Ability "Magic Shop's ☐ Mastered "Dominant・True"
Fiery Lizard Breath	2500	—	
Snow Woman's Breath	2500	—	
Thunder Beast's Breath	2500	—	
Wind Fairy's Breath	2500	—	
Pegasus Breath	2750	—	
Breath of the Fly King	2750	—	

Accessories

Items	Price	Limited	Sales Conditions
Bodyguard's Tenugui	27500	4	—
Shadow Clone Paper Doll	49000	44444444	—
Rationalist's Handbook	120000		
Avoid Ring	150000		
Fire Talisman	50000		
Ice Amulet	50000		Ability "Magic Shop's ☐ Proficiency · True" Learned
Thunder Amulet	50000		
Wind Protec符n	50000		
Light Amulet	60000		
Anti-Poison Mask	7350		—
Numbness-Proof Permanent Magnet	8400	—	—
Amulet of Exorcism	9000	—	—
Garlic Scent Pouch	8750	—	—
Forget-me-not Scent Pouch	10700	—	—
Mint Scent Pouch	11600	—	—

Business Hours: Day and Night

Kazamaya Spherano

Information

Items	Price	limited	Sales Conditions
The Trial of "the Tower of Blind Faith"	1500		1 Quest No. 75 accepted
The trial of "The Land of Ritual"	2500		Quest No. 51 accepted
The Monster of "Dragon Palace Temple"	2200		—
The monstrous bird of "The Circle's Sign"	2000		1 Quest No. 50 accepted
The phantom bird of "The Tower of Blind Faith"	2500		1 Quest No. 55 accepted
The Characteristics of "Sirento Village"	1200		(*1)
Village Goods for Sale: Bilga Island	1000		(*2)
The Secret of the Eujif Tribe's Street Stall	1000		—
Billga Island's specialty ingredients	1000		—

*1: Reach Altaberry without unlocking Silent Village on the field map

*2: By 09/06, purchase "The Phantom Bird of the Tower of Blind Faith." Or, on or after 09/13, purchase "The Features of Silent Village."

Business Hours: Day and Night

Ambrili Water Jar

■ Consumption

Items	Price	Limited	Sales Conditions
Clean Drinking Water	50		—
Empress Bee Honey Bottle	10000	2	—
Mixed fruit juice	1000	3	—

Business Hours: Day and Night

Fresh Meat Glaan

■ Consumables

Items	Price	Limited	Sales Conditions
Monster Bone	1200 -		—
Mora Rabbit Meat	500	—	—
Funya Funa	2500	—	Eupha joins
White Peach Turnip	1000	—	—

Business hours: Daytime only

Hunter Crozelli

■ Consumption

Items	Price	"Limited	Sales Conditions
Sandworm Meat	3750	—	—
Giant Belly Meat	8000	—	—
Enchanted Flower Nectar	5400	—	—
Je Scale Powder	15000	—	—
Outlaw Talisman	100000 1		Eupha Joins
Auspicious Bird Talisman	100000 1		
Angel Talisman	100000 1		
Night Demon Talisman	100000	1	
Divine Beast Talisman	100000 1		
War God Talisman	100000 1		
Oni Woman Talisman	100000 1		
Spirit Bird Talisman	100000 1		
Fairy Talisman	100000 1		

Business Hours: Day and Night

Old Seed Seller

■ Consumable

Items	Price	Limited	Sales Conditions
Seed of the Hero Lightleaf	2500	—	—

Business Hours: Day and Night

AND Thoughtful Shopkeeper (※1(※)2)

■ Consumption

Items	Price	"Limited	Sales Conditions
Moss-covered long weapon	1750	—	Day of Fire
Mossy Oddity	1750	—	
Moss-covered item	1750	—	Day of Water
Mossy Heavy Armor	1750	—	
High-quality moss-covered long item	2000	—	Green Day
High-quality moss-covered item	2000	—	
High-quality moss-covered relic	2000	—	
Fine Mossy Oddity	2000	—	Green Day
Moss-Covered Relic	1750	—	Iron Day
Moss-covered old clothes	1750	—	

*1: Becomes available at Insight Rank 4 or higher
*2: Can only purchase one per day

■ Consumables

Items	Price	Limited	Sales Conditions
High-quality moss-covered sturdy ar	2000		Rest day
High-quality moss-covered old clothes	2000	—	
Rusty accessories	1500	—	
Moss-covered light armor	2000	—	

Mountain City Altaberry

Business Hours: Day and Night

Chielaroco Weapon Workshop

■ Weapons

Items	Price	limited	Sales Conditions
Felling Axe-Bar	82000 1		—
Black Magic Staff	80000 1		—
Seeker's Staff	75000 —		—
Ranger Bow	74400	—	—
Flame Bow	91000 1		—
Ice Rain Bow	91000 1		—
Lightning Bow	91000		—
Fūma Dagger	90000 1		—
Main Gauche	75400	—	—
Heatwave Caster's Fan	77600	—	—
Exquisite Abacus	250000		—
Star Performer's Fan	74800	—	—
Missionary's Scepter	73300	—	—
Hunter Axe	77900	—	Basilio Joins

Business Hours: Day and Night

Holy Ridge Armor Shop

■ Armor

Items	Price	Limited	Sales Conditions
Winter Clothing	40600	—	—
Rune Tunic	75900		—
Mystic Robe	59200	—	—

■ Sub-Armor

Items	Price	Limited	Sales Conditions
Bathing Chain Head Towel	22800		—
Priest's Zucchetto	20400	—	—
Rune Gauntlets	60000		—
Trekking Boots	25800	—	—

Business Hours: Day and Night

General Store "Setsugekka Pharmacy"

■ Consumables

Items	Price	"Limited	Sales Conditions
Elixir Pill	1250	—	—
Immortal Elixir	12000 -		—
Revival Service	900	—	—
Sanity Harisen	390	—	—
Warm Pack	175	—	—
Panacea	2500	—	—
Hollow Tuning Fork	90	—	—
Reset Ticket	2250	—	—
Reset Card	2250	—	—
Ariaadne's Thread	100	—	—
Prince's Embrace ~Forest Scent~	2500	10	Complete Quest No. 62

Business Hours: Night Only

White Peak Magic Hall

■ Consumption

Items	Price	Limited	Sales Conditions
Fire Small Bottle	270	—	—
Ice block	270	—	—
Thunder Stone	270	—	—
Windmill	270	—	—
Flash Orb	335	—	—
Magic Straw Doll	335	—	—
Molten Crystal	1250	—	Learn the ability "Magic Shop's Expertise・True"
Freezing Magic Ice Pillar	1250	—	
Electric Drum	1250	—	
Storm Magic Flute	1250	—	
Exorcism Mirror	1400	—	
Necrotic Stone	1400	—	
Fiery Lizard Breath	2500	—	
Snow Woman's Breath	2500	—	
Thunder Beast's Breath	2500	—	
Wind Fairy's Breath	2500	—	
Celestial Horse's Breath	2750	—	
Breath of the Fly King	2750	—	

■ Accessories

Items	Price	Limited	Sales Conditions
Bodyguard's hand towel	27500	4	—
Shadow Clone Hitogata	49000	4	—
Rationalist's Guidebook	120000	4	Ability "Magic Shop's Proficiency · True" Learned
Avoid Ring	150000	4	
Flame Talisman	50000	4	
Ice Talisman	50000	4	
Thunder Talisman	50000	4	
Wind Talisman	50000	4	
Light Amulet	60000	4	
Anti-Poison Mask	7350	—	—
Numbness-Proof Permanent Magnet	8400	—	—
Amulet of Exorcism	9000	—	—
Garlic Scent Pouch	8750	—	—
Forget-me-not sachet	10700	—	—
Mint sachet	11600	—	—

Business Hours: Day and Night

Kazamaya Rama

■ Information

Items	Price	Limited	Sales Conditions
About Louis's Fighting Style	3000	1	From after 09/13
The movements of "Catherina"	1500	1	(*1)
The trials of "Tower of Arrogance"	1500	1	Accepted Quest No. 76
The giant of "The Abandoned Path"	3500	1	Accepted Quest No. 64
The monsters of "Mt. Vulcano"	3500	1	Accepted Quest No. 66
The monsters of "Tower of Arrogance"	3000	1	Quest No. 59 accepted
The ice beasts of "The Evergreen Forest"	3000	1	Quest No. 58 accepted
Montario's specialty ingredients	1000	1	—
Goods sold in the village / mountain city	1000	1	—

*1: Reach Altabury without having defeated Karina (third time)

Business Hours: Day and Night

Aurelia Water Shop

■ Consumption

Items	Price	Limited	Sales Conditions
Clean Drinking Water	50	—	—
Mild Milk	800	—	—
Orgo Sugar	1000	—	—
Mixed fruit juice	1000	3	—

Business Hours: Day and Night

Corno Stuffed Meat Shop

■ Consumption

Items	Price	Limited	Sales Conditions
Monster Bone	1200	—	—
Brocade Koi	3500	—	—

Business Hours: Day and Night

Flower seller

■ Consumption

Items	Price	Limited	Sales Conditions
Seed of the Hero Jewel Root	5000	—	—

Business hours: daytime only

Easygoing Shopkeeper

■ Consumption

Items	Price	Limited	Sales Conditions
Warm Manju	3000	—	Select "with mountain mushrooms"
Refreshing Manju	3000	—	Select "with fresh warabi"
Refreshing Manju	3000	—	Select "with refreshing mugwort" Select

The Eldan Ancient Faerie Land

Business hours: one

Forager Fagian

■ Consumption

Items	Price	Limited	Sales Conditions
Immortal medicine pill	1250 -		—
Immortal Elixir	12000	—	—
Elixir	2000	—	—
Revival Medicine	900	—	—
Panacea	2500	—	—

■ Weapons

Items	Price	Limited	Sales Conditions
Comet Sword	92000		—
Crimson Flame Sage Staff	99000	—	—
Azure Snow Sage Staff	99000	—	—
Rod of Purple Lightning	99000	—	—
Comet Greatsword	94000	—	—
Comet Spear	93500	—	—
Comet Gauntlets	94200	—	—
Comet Staff	91500	—	—
Comet Bow	92400	—	—

Weapons

Items	Price	Limited	Sales Conditions
Comet Dagger	92600	—	—
Comet Dagger	93000	—	—
Comet Fan	95600	—	—
Comet Abacus	90900	—	—
Comet Fan	95500	—	—
Comet Staff	98600	—	—
Comet Axe	99000	—	—

Armor

Items	Price	Limited	Sales Conditions
Comet Heavy Armor	84000	—	—
彗Star Breastplate	80000	—	—
Archbishop's Robe	78800	—	—

Sub-Armor

Items	Price	Limited	Sales Conditions
彗Star's兜	35400	—	—
Comet Headband	34200	—	—
Comet Hair Ornament	30600	—	—
Comet Gauntlet	30100	—	—
Comet Greaves	34800	—	—

Other

Business Hours : One

Rigno Village

Consumption

Items	Price limited		Sales Conditions
Golden Juice	2500 10		—
Mellow Milk	800	—	—
Oligo Sugar	1000	—	—

Weapons

Items	Price	Limited	Sales Conditions
Budding Spirit Staff	300000 1		—
Fire-Warding Magic Fan	300000 1		—
Snowmelt Magic Fan	300000	1	—
Thunder-Repelling Magic Fan	300000 1		—
Wind-Quelling Magic Fan	300000 1		—

Armor

Items	Price Limited		Sales Conditions
Golden Armor	300000 1		—

Accessories

Items	Price "Limited		Sales Conditions
Red Monocle	20000	1	—
Blue Monocle	20000	1	—
Yellow Monocle	20000	1	—
Green Monocle	20000	1	—

Business hours:

Comero Village

Consumption

Items	Price	Limited	Sales Conditions
Medicinal Herb	50	—	—
Magic Pellet	250	5	—
Anti-numbness vitamin pills	160	—	—
Seasonal Citrus Spring	2500	20	—
Oligo Sugar	1000	—	—

Accessories

Items	Price	Limited	Sales Conditions
Small Bottle of Tranquility	6000	—	—
Numbness-Proof Permanent Magnet	8400	—	—
Bracelet of Mighty Strength	2500	—	—
Witch's Earrings	2500	—	
Sturdy Charm	2400	—	
Swift Anklet	2400	—	
Lucky Orb	2250	—	

Valuables

Items	Price	Limited	Sales Conditions
Assorted Carrier Pigeon Eggs	500	1	Quest No. 23 Accepted

Business hours:

Inundo Village

Consumption

Items	Price	Limited	Sales Conditions
Salt-rusted weapons	1250	2	—
Seawater-Rusted Relic	1250	2	—
Salt-Rusted Small Armor	1250 2		—
Salt-Rusted Accessory	1500 2		—
Old clothes stained by the fine sea breeze	1500	2	—
Fine sea-rusted small armor	1500	2	—
Underworld Tour ~ Bath of Endurance	2500 10		—
Mellow Milk	800	—	—

Valuables

Items	Price	Limited	Sales Conditions
Fine Toothbrush	500	1	Quest No. 38 Accepted

Business hours:-

Sirento Village

Consumption

Items	Price	Limited	Sales Conditions
Hero's Fruit	1500 8		—
Hero's Light Leaf	2500	5	—
Hero's Jewel Root	5000 2		—
Thunder Old Man's Famous Hot Spring	2500 10		—
Niburuhei Hot Spring	2500 10		—
Clean Drinking Water	50	—	—
Funya Funa	2000	—	—

Business hours:-

Malva Village

■ Consumption

Items	Price	Limited	Sales Conditions
Divine Pill	10000	=	—
Soul-return incense	5000	-	—
Blessed Water	1000	20	—
Holy Water of Grace	2500	10	—
Divine Water of the Heavenly Dragon	5000	5	—
Journey Bath Chronicle ~Friend of Life~	2500	10	—
Altaberry flour	2000	—	—

■ Valuables

Items	Price	Limited	Sales Conditions
Sturdy Spider Silk	500	1	Accepted Quest No. 56

Business hours:-

Traveling Merchant Galinago (※1)

■ Consumption

Items	Price	Limited	Sales Conditions
Medicinal Herb	50	—	—
Healing Medicine	125	—	—
Revival Medicine	900	—	—
Fermis Ointment	65	—	Defeat Sergeant Kringel
Ice block	270	—	Defeat Sergeant Kringel

■ Weapons

Items	Price	Limited	Sales Conditions
Bronze Sword	1000	—	Defeat Sergeant Kringel
Bastard Sword	1400	—	Defeat Sergeant Kringel
Branch Staff	1100	—	Defeat Sergeant Kringel

■ Armor

Items	Price	Limited	Sales Conditions
Bone Vest	1100	—	Defeat Sergeant Kringel
Pilgrim's Mantle	1000	—	Defeat Sergeant Kringel

■ Sub-Armor

Items	Price	Limited	Sales Conditions
Feathered Hat	400	—	Defeat Sergeant Kringel
Miner's Gloves	400	—	Defeat Sergeant Kringel
Leg Guards	500	—	Defeat Sergeant Kringel

※1: Available by talking to the young traveling merchant in the Nord Abandoned Mine

Hours: -

Traveling Merchant Serpenta(※2)

■ Information

Items	Price	Limited	Sales Conditions
Healing Medicine	125	—	—
High-Grade Healing Medicine	450	—	—
Fairy powder	190	—	—
Antidote serum	100	—	—
Anti-numbness vitamin pills	160	—	—
Sanity Harisen	390	—	—
Never-Forgotten Notebook	275	—	—

※2: Available by talking to the traveling merchant in the wasteland at the Great Sand Worm's Nest

Business hours:-

Newlas (※3)

■ Consumption

Items	Price	Limited	Sales Conditions
Rescue Plan	1000	—	—
Spirit Powder	3250	—	—
Magic Liquid	5000	—	—
Soul-return incense	5000	—	—
Panacea	2500	—	—
Ariaadne's Thread	100	—	—

■ Weapons

Items	Price	Limited	Sales Conditions
Orichalcum Sword	138000	—	—
Crimson Flame Sage Staff	99000	—	—
Azure Snow Immortal Staff	99000	—	—
Rod of Purple Lightning	99000	—	
Rod of Twilight	130000	—	
Demonic Blade Nihiru	141000	—	
Spear of the Guardian Saint	140250	—	
Iron Fist of the End-Time Overlord	141300	—	—
Demon-Repelling Extermination Staff	137300	—	—
Orichalcum Bow	138600	—	—
Assassin Blade: Thousand Purple and Red Crimson	138900	—	—
Orichalcum Dagger	139500	—	—
Victor's War Fan	143400	—	—
Echigoya Abacus	136350	—	—
Queen's Jewel Fan	143200	—	—
Spirit-Calling Staff	147900	—	—
Blazing War Axe	148500	—	—

■ Armor

Items	Price	Limited	Sales Conditions
Orichalcum Mail	126000	—	—
Orichalcum Vest	120000	—	—
King's Robe	118200	—	—

■ Sub-Armor

Items	Price	Limited	Sales Conditions
Orichalcum Helm	53100	—	—
Desperate Headband	51300	—	—
Archbishop's Mitra	45900	—	—
Orichalcum Gauntlets	45150	—	—
Orichalcum Greaves	52200	—	—
Pumps Pika	49800	—	—

*3: Available by talking to Nuras in front of the armored tank on Terror Star.

DATA FILE
Skill Data

Detailed data on the many and varied skills that appear in this game is presented by category. It includes not only skills used by allies, but also skills exclusive to enemies.

How to Read the Skill Data

Physical Attacks (P.414~)

Col 1 23 46678 9 10 11

Social Strike

Magic Attacks (P.415~)

1 2 3 4 5 68 9 10 11

God of Destruction

Attack power decreases for 3 turns.

Recovery (P.418)

1 34 9 10 1

Dia

Restores a small amount of HP to one ally

Support (P.418~)

1 3 4 9 10 11

Tarukaja

For 3 turns, one ally's attack power increases

Automatic Effects (P.419~)

1 9 10 11

Booster

Slash-type attack power increases by 20%.

Enemy-exclusive (P.421~)

1 23667 9 Use 12

Blade-Chipped Spinning Slash

Homogol (1st time)

Skill Acquisition Archetype Quick Reference Table (P.426~)

1 13 14

MP Gift

Trix

❶ Skill: The name of the skill. In principle, they are listed in order from the lower-tier ones by attribute or effect. Skills with the same name but different performance are distinguished by adding (1), etc. ② Attribute: The attribute of the skill

③ Range: The target area when using the skill

④ Cost: The amount of HP or MP consumed when using the skill

. HP consumes the amount of HP indicated by the stated percentage

⑤ Power: The skill's power. Basically, the larger this value is, the greater the damage dealt will be.

⑥ Accuracy: The skill's hit rate

⑦ CRT: The skill's critical hit rate

⑧ Range: The skill's attack range. "Near" indicates a melee attack, and "Far" indicates a long-range attack

⑨ Effect : The effect when the skill is used

⑩ Inheritance Skill inheritance eligibility. Skills marked with "○" are inheritable skills.

⓫ MAG : The amount of MAG required to inherit the skill

⓬ Main enemies used: The names of the main enemies that use that skill

⓭ Archetype: The archetype that learns that skill. Only skills learned by raising rank are listed

⑩ Acquisition The rank of the Archetype that learns the skill. "Initial" indicates skills learned from the start.

Skills learned with those marked as "Synthesis" treated as Synthesis Skills learned

Physical Attack

Skills	Attribute	Range	Consumable	Power	Accuracy	CRT	Distance	Effect	Inheritance	MAG
Critical Hit		Single target	12	40	50	100	Short	—	○	1800
Slash Parry		Single target	4	50	97			—	○	500
Diagonal Slash		Single target	5	70	97			—	○	600
Round Sword		All targets	14	70	95			—	○	1400
Dark Blade		Single target	6	80	97			Inflicts Forget at a certain rate	○	1200
Goblin King Summoning		Single target	12	80	50	100		—	—	—
Raise Slash		All targets	24	140	95			—	○	2800
Dark Night Sword: Hazy Moon		All targets	27	140	95			When attacking an enemy with a status ailment, it is treated as hitting a weakness		3000
Mincing Slash		Single target	12	150	97	8	Melee	...of attacks: 2-4 ti...	○	
Great Slash		Single target	16	150	97				○	2200
Lucky Slash		Single target	18	180	97			The power randomly varies among half damage, normal, 1.2x, and 2x.	○	3400
Raging Edge		All targets	38	190	95			—	○	3000
Illusion		Single target	20	200	97			1 to 3 attacks / MP absorption / instantly kills with a certain probability	○	3800
Hero's First Slash		Single target	25	200	97			Damage increased against Ningen-type enemies (※1)		—
Brave Zapper		Single target	36	200	97	30			—	
Dark Night Sword・Shiden		All targets	42	200	97			Has a chance to instantly kill	—	—
Bone Black Knight Summoning		All targets	28	220	95			—	—	—
Vertical Split		Single target	6	240	97			Press icons increase when an enemy is defeated	—	—
Space Killing Technique		All targets	18	250	95			Attack power decreases for 3 turns	—	—
Phantom Tracer		Single target	12	300	97			Negates enhancement effects	—	—
Frenzied Slash		Single target	18	350	97			Ignores elemental affinities	—	—
Hasso Tobi		All targets	88	350	95			8 hits	—	—
Stacked Illusory Blade	Slash	Single target	16	420	97			4-6 hits / Press icons increase when an enemy is defeated	—	—
Shadow Clone Ninpo: Crimson Shower	Slash	Single Target	20	450	97	8		Negates status, reflection, and power-up support effects	—	—
Secret Sword: Crimson Moon Slash		All targets	22	450	95	5		Inflicts Charm with a certain probability	—	—
Rending Rock Peerless Sky-Splitting Slash	Slash	Single target	22	550	97	8		Press icons increase when an enemy is	—	—
Sleep Shot		Single target	8	60	97	8		defeated Usable only from the back row / inflicts Sleep with a certain probability	○	1400
Rapid Fire	Pierce	All Targets	14	70	95	5		Usable only from the back row	○	1800
Poison Shot		Single target	10	110	97	8		Usable only from the back row / has a chance to inflict severe poison Poison infliction	○	1800
Big Charge	Pierce	Single Target	12	150	97	8		—	○	3000
Strong Thrust		单体 HP20%		150	97	15		Defense decreases for 3 turns	○	3000
Jump Thrust		Single Target	6	160	97			Defense decreases for 3 turns		—
Crushing Shot		Single target	18	180	97			Defense decreases for 3 turns	○	3800
Curse Shot		Single target	22	180	97			Usable only from the back row / has a chance to inflict curse infliction	○	2200
Volley Fire		All targets	24	180	95			Usable only from the back row / number of attacks: 2 to 3 times		3200
High Jump Thrust		Single target	10	220	97			Defense decreases for 3 turns	—	—
Fierce Charge		Single target	22	220	97				○	3800
Hell Thrust		单体 HP35%		220	97	15		Defense decreases for 3 turns	○	4200
Summon Phantom Demon		Single target	18	230	97			Defense decreases for turns,	—	—
Justice Hammer		Single target	18	240	97			Grants "Strike-type weakness" only once	—	—
Crazy Bullet		Single target	22	240	97			Usable only from the back row / only once grants "Slash-, Strike- and Pierce-type weaknesses"		—
Momentary Spray Shot		All targets	14	280	95			Usable only from the back row / number of attacks: 2 to 3 times		
Jump Guard Thrust		Single Target	14	300	97			Defense decreases for 3 turns	—	—
Frenzied Pierce		Single target	20	350	97			For 3 turns, attack power decreases by 3 stages	—	—
Momentary Sudden Barrage		All targets	22	380	95			Can only be used from the back row / 3 to 5 attacks		—
Shooting Bullet		Single target	22	450	97			Can only be used from the back row / ignores affinity compatibility		
Shield Arts		Single target	12	90	97			For 3 turns, accuracy and evasion rate decrease	○	3200
Seiken Punch		单体 HP15%		100	97	20		Power increases as remaining HP increases	○	1000
Skull Crusher		Single HP 22%		120	97	15		Inflicts Forget at a certain rate	○	1400
Slam		Single target	10	140	97			—	○	2000
Smashing		All targets	24	150	95			—	○	4800
Meteor Burst Fist		All HP 25%		150	95	10		Number of attacks: 1 to 3 times	—	—

*1 Use whichever parameter is higher, "Strength" or "Magic," for damage calculation

■ Physical Attack

Skill	Attribute	Range	Consumable	Power	Accuracy	CRT	Distance	Effect	Inheritance	MAG
Smashing Fist	Break	Single target	HP20%	160	97	20	Close	Power increases as remaining HP increases	○	1800
Heavy Strike	Break	Single target	12	180	97	8	Melee	—	○	3000
Horse Attack	Break	Single target	5	220	97	8	Melee	—	—	—
Spiral Fist	Break	Single target	HP30%	240	97	25	Melee	Power increases with more remaining HP / Cancels enhancement effects	○	5000
Thorough Destruction	Break	Single target	42	250	97	8	Melee	Ignores elemental affinities	—	—
Fierce Tiger Burst Fist	Break	All targets	HP30%	250	95	2	Melee	Number of hits 2~4 times	—	'
Rampage	Break	All targets	52	300	95	5	Melee	Number of hits 1~3 times	○	4000
Horse Strike	Break	Single target	14	350	97	8	Melee	—	—	—
Madness of Destruction	Break	Single target	20	350	97	5	Melee	Grants [blunt weakness] only once	—	—
Summon Bull Demon King	Break	All	20	400	95	8	Melee	Number of attacks: 1–3 times	—	—
Winning Horse	Break	Single target	16	450	97	5	Melee	—	—	—
War Cry Tackle	Break	All targets	28	450	95	8	Melee	Attack count: 1–3 times / Ignores attribute affinity	—	—
Bodhisattva Palm	Break	Single target	HP35%	450	97	30	Melee	The more HP remains, the more power increases / 1 time Grants [Destruction] attribute weakness	—	—
Flame Strike	Fire	Single target	10	120	97	0	Melee	Inflicts Burn at a certain rate	○	2000
ライドヒートブレード	Fire	Single target	14	350	97	0	Melee	—	II	
Ice Strike	Water	Single target	10	120	97	0	Melee	Inflicts Frostbite at a certain rate	○	2000
Thunder Break Axe	Lightning	Single target	18	150	97	0	Melee	Cancels enhancement effects	○	5400
Lightning Thrust	Lightning	Single target	28	150	97	0	Melee	For 3 turns, Defense decreases	○	3800
Thunder 刃	Lightning	All targets	38	180	95	0	Melee	—	○	4800
Lizardman Summon	Lightning	Single target	14	350	97	0	Melee	For 3 turns, Defense decreases	—	—
Hammer of the Magic Knight	Lightning	Single target	18	350	97	0	Melee	Grants Lightning attribute weakness once	—	—
Lightning Burst Fist	Lightning	All	HP 35%	400	95	0	Melee	Attack count: 2–4 times	—	—
Wind Breaker	Lightning	Single target	22	150	97		Melee	For 3 turns, Defense decreases	○	3800
Wind Blade	Lightning	All	16	350	95	0	Close	—	II	—
Ride-On Blade	Lightning	Single target	5	200	97	0	Melee	—	—	—
Shining Crusher	Lightning	Single target	36	200	97	0	Melee	Ignores elemental affinities	○	5800
Ki Light Wave	Light	Single target	HP20%	240	97	0	Melee	Power increases more as remaining HP is higher	—	—
Another 181 Light Wave	Light	Single target	HP25%	350	97	0	Melee	残以HP多手之威力上昇	—	—
Holy Knight's Hammer	Light	Single target	20	420	97	0	Melee	Inflicts Light-attribute weakness once	—	—
Divine Peerlessness	Light	All targets	25	450	95	0	Melee	For 3 turns, attack/defense power and hit-evasion rate decrease	—	—
Ultimate Aura Wave	Light	Single target	HP30%	450	97	0	Close	More remaining HP Power increases	—	—
Dark Night Sword · Raid	闇	Single target	16	130	97	0	Close	For 3 turns, hit·evasion rate decreases	○	2800
Assassination	Dark	Single target	16	200	97	0		Close-range: Has a certain chance to instantly kill	○	3800
Dark Night Sword · Immovable	Dark	Single target	22	220	97	0	Near	For 3 turns, hit·evasion rate decreases	○	4200
Godslayer	Dark	Single target	14	350	97		Near	Has a chance to instantly kill	—	—
Dark Knight's Iron Hammer	闇	Single target	20	420	97		Near	Inflicts "Dark attribute weakness" once	—	—
Darkness Unrivaled	Dark	All targets	25	450	95		Near	For 3 turns, attack and defense, and hit evasion rate decrease	—	—
Steal	Almighty	Single target	4	–	100			Steal rare items	○	900
"Robbery	Universal	Single Target	10	–	100			Steal rare items with a high probability	—	—
Free Juggling	Universal	All Targets	0	100	95			—	—	—
Gold Attack	Universal	Single Target	500(※1)	100	97	35		—	○	2500
Gold Rush	Universal	Single Target	2500(※1)	200	97	35	Far	—	○	4500
Fortune Slot	Almighty	Single Target	777(1)	250	50	100	Near	—	—	—
ミニタルサーカス シ	Universal	All Targets	0	300	95	5	Near	—	—	—
当ールチル滝ー	Universal	All Targets	3333(*1)	350	95	5	Near	—	—	—
Royal Slash	Almighty	Single Target	38	400	97	8	Melee	Type 205 [X 対して First Increase (※2)	—	—
Ride Soul Blade	Almighty	Single target	16	450	97	8	Melee	MP absorption	—	—
デッド One transformation into	Almighty	Single Target	22	500	97	8	Melee	Negates status, reflection, and power-up support effects	—	—
ロイヤルソード	All-purpose	single target	25	700	97	8	Melee	Two halves 対 increase (2)	—	—

※1: Gold consumption ※2: [Strength][Magic]-55 high 方の一タを計算使用

Magical Attack

Skills	Attribute	Range	Cost	Power	Accuracy	Distance	Effect	Inheritance	MAG
Summon the God of Destruction	Destruction	All targets	20	350	98	Far	39- within range, lowers attack and defense	—	—
Flame of magic arts	Fire	Single target	8	40	99	Far	—	—	—

Magic attack

skill	Attribute	Range	Consumption	Power	Accuracy	Range	Effect	Inheritance	MAG
Bot	Flame	Single target	4	50	99	Far	—	○	500
Flame of magic arts	Flame	All targets	18	50	98	Far	—	—	—
Gabot	Flame	All targets	6	60	98	Far	—	—	—
ボ Small one	Flame	Single target	10	130	99	Far	—	○	2400
Sorcery one	Flame	All targets	10	140	98	Far	—	—	—
Fire Formation Tactics	Fire	All targets	28	150	98	Far	Inflicts Burn with a certain probability	○	3000
Inferno Vortex	Fire	Single target	14	150	99	Far	Inflicts Burn with a certain probability	○	2200
Crimson Flame Blossom	Fire	All targets	42	190	98	Far	—	○	4800
Magical explosive flame	Fire	All targets	50	190	98	Far	—		—
Flame of Exploration	Fire	All targets	42	200	98	Far	Recover MP according to the number of hits	○	4300
Blossom of Annihilation Flame	Fire	Total	42	200	98	Far	Negates buff effects	○	6800
Boatna	Fire	Single target	18	220	99	Far	—	○	3600
レッドフェザードラグーン	Fire	All targets	30	220	98	Far	Usable from the back row / 1–3 attacks	○	5000
Golem Summon	Fire	Single target	18	230	99	Far	Inflicts Burn with a certain probability	—	—
Demon Beast Summon	Fire	Single target	18	230	99	Far	Inflicts Burn with a certain probability	—	—
Gaboat	Fire	All targets	14	240	98	Far	—	—	—
Dragon God Summoning, Revised	Fire	All targets	66	300	98	Far	For 3 turns, lowers attack and defense.	—	—
Blazing Inferno Strategy	Fire	All targets	18	300	98	Far	For 3 turns, lowers accuracy and evasion rates.	—	—
Dragroa	Fire	Single target	14	350	99	Far	Usable only from the back row / Inflicts Burn with a certain probability	—	—
Fire Release Technique	Fire	Single target	14	350	99	Far	Inflicts Burn with a certain probability	—	—
A Once-in-a-Lifetime Strategem	Fire	All targets	20	350	98	Far	Ignores elemental affinities / Inflicts Burn with a certain probability	—	—
Dragon God Summon	Fire	All targets	22	400	98	Far	Negates buff effects	—	—
Metaphor	Fire	Single target	22	550	99	Far	—		—
Ice of magic	Ice	Single target	8	40	99	Far	—		—
Blizz	Ice	Single target	4	50	99	Far	—		500
Magic ice and snow	Ice	All targets	18	50	98	Far	—		—
Gabriz	Ice	All targets	6	60	98	Far	—		—
ブリザ	Ice	Single target	10	130	99	Far	—		2400
ガブ Twenty-one	Ice	All targets	10	140	98	Far	—		—
Fairy Summon	Ice	All	27	150	98	Far	—		—
Great Glacier of Sorcery	Ice	All targets	50	190	98	Far	—		—
Frozen Castle Tactic	Ice	single target	36	200	99	Far	Applies [Ice weakness] once		7000
Night Demon Summon	Ice	all targets	46	200	98	Far	Ignores elemental affinities / Inflicts Freeze with a certain probability		—
Blizzaton	Ice	Single target	18	220	99	Far	—		3600
ブルーフェザードラグーン	Ice	All targets	30	220	98	Far	Usable from the back row / 1–3 attacks		5000
Fairy Summoning·Revised	Ice	All targets	44	230	98	Far	Inflicts Freeze with a certain probability	—	—
Gaburizaton	Ice	All targets	14	240	98	Far	—	—	—
Cold Ragroa	Ice	単体	14	350	99	Far	Can only be used from the back row / Has a chance to inflict frostbite	—	—
Ice Escape Technique	Ice	single target	14	350	99	Far	Inflicts Frostbite at a certain rate	—	—
Ice Wolf Assault Plan	Ice	Single target	14	350	99	Far	—	—	—
Death Gate Flowing Ice	Ice	All targets	18	350	98	Far	—	—	—
Magic Thunder	Thunder	Single target	8	40	99	Far	—	—	—
Kande	Thunder	Single target	4	50	99	Far	—	○	500
Lightning of Sorcery	Thunder	All targets	18	50	98	Far	—	—	—
Gakande	Thunder	All targets	6	60	98	Far	—	—	—
Powerデ	Thunder	Single target	10	130	99	Far	—	○	2400
ガカンデラー	Electricity	All targets	10	140	98	Far	—	—	—
Demon Beast Summon	Electricity	All	42	150	98	Far	—	—	—
Arcane Thunder	Electricity	All	38	190	98	Far	—	—	—
Candeon	Electricity	Single target	18	220	99	Far	—	○	3600
フェザードラグーン	Electricity	All	30	220	98	Far	Usable from the back row / 1~3 attacks	○	5000
Gakandeon	Thunder	All	14	240	98	Far	—	—	—
Divine Thunder Fang	Thunder	All	18	350	98	Far	—	—	—
Demon God Summoning	Thunder	Single target	16	420	99	Far	Attack count: 2–4 times	—	—
Sky Thunderbolt	Thunder	Single target	22	550	99	Far	—	—	—
Arcane Wind	Wind	Single target	8	40	99	Far	—	—	—
Saiku	Wind	Single target	4	50	99	Far	—	○	500
Arcane Storm	Wind	All targets	18	50	98	Far	—	—	—
Gasike	Wind	All targets	6	60	98	Far	—	—	—
サイクロー	Wind	Single target	10	130	99	Far	—	○	2400
Step イクl	Wind	All targets	10	140	98	Far	—	—	—
Wind of Exploration	Wind	All	42	180	98	Far	Attack / restores MP for multiple targets	○	4600
Majestic Presence	Wind	All	38	180	98	Far	Has a certain chance to inflict Stun	○	3800
Summon Griffin	Wind	All targets	38	180	98	Far	For 3–9 turns, lowers attack power	—	—

■ Magic Attacks

Skills	Attribute	Area	Cost	Power	Accuracy	Range	Effect	Inheritance	MAG
Arcane Tornado	Wind	All	50	190	98	Ranged	—	—	—
Vacuum Wave		Single	6	200	99		For 3 turns, lowers attack power.	○	4800
Cyclone		Single	18	220	99		—	○	3600
Garcyclone		All targets	14	240	98		—	II	—
Emerald Great Whirlpool		All	46	280	98		Ignores elemental affinities	○	5800
Griffon King Summon		All targets	18	350	98		For 3 turns, lowers attack power by 3 stages.	—	—
Cyclone Slasher		Single target	22	550	99		—	—	—
Light of Magic		Single target	8	40	99		—	—	—
Hammer		Single target	4	50	99		—	○	500
Sacred Magic		All targets	18	50	98		—	—	—
Mahama		All targets	6	60	98	Ranged	—	—	—
Hamaon	Light	Single Target	10	130	99		—	○	2400
Mahamahon		All targets	10	140	98		—	—	—
Immaculate Radiance		Total	42	190	98		—	—	—
Holy Magic		All targets	50	190	98		—	—	—
Hamadain		Single	18	220	99		—	○	3600
Mahanmadaine		All	14	240	98		—	—	—
Light of Purification	Light	Single	28	250	99		—	○	4000
Demon God Summoning	Light	All	20	350	98		Has a certain chance to inflict Stun	—	—
Divine punishment	Light	All	20	350	98		Inflicts [Light-attribute Weakness] once	—	—
Drag Ray	Light	Single	28	500	99		Usable from the back row / Ignores elemental affinity	—	—
Darkness of the magic arts	闇	Single	8	40	99		—	—	—
Mudoo	闇	Single target	4	50	99		—	○	500
Magic tools	Hell	All targets	18	50	98		—	—	—
Mahamudon	闇	All targets	6	60	98		—	—	—
Mudoon	闇	Single	10	130	99		—	○	2400
Mahamudon		All	10	140	98		—	—	—
Poison Chicken Summon	闇	All	27	150	98		Has a certain chance to inflict severe poison	—	—
Darkness of the magical underworld	闇	All	50	190	98		—	—	—
Mudain	闇	Single	18	220	99		—	○	3600
Mahamudain	闇	Overall	14	240	98		—	—	—
Underworld Tree	闇	Overall	18	350	98		—	—	—
Death Spirit Baby		Single target	14	350	99	Near	—	—	—
Undead King Summon	闇	Single target	25	500	99	Far	Has a chance to instantly kill	—	—
Mana Theft	Almighty	Single target	1	0	100		MP Absorption	○	2400
Jester's Prank	Almighty	Single target	MP 20%	0	100		Applies Forget at a certain rate / Randomly increases or decreases Press Icons	○	3500
Merchant's Collection	Almighty	Single target	100	0	100		MAG acquisition on steal	○	2200
Dance of the Blazing Hellfire	Almighty	All targets	26	0	100		Once only, ignoring elemental affinities, grants "Fire attribute weakness"	—	
Frozen Azure Dance	Almighty	All targets	26	0	100		Once only, ignoring elemental affinities, grants "Ice attribute weakness"	—	
Dance of the Raging Thunderclouds	Almighty	Single target	25	0	100		Once only, ignoring elemental affinities, grants "Electric attribute weakness"	—	2800
Dance of the Sweeping Verdant Wind	Almighty	Single target	25	0	100		Once only, ignoring elemental affinities, grants "Wind attribute weakness"	—	2800
Dance of the Purifying Light	Universal	Single	25	0	100		Once only, ignoring elemental affinities, grants "Light attribute weakness"	—	2800
Black Dance	Universal	All	26	0	100		Once only, ignoring elemental affinities, grants "Dark attribute weakness"	—	—
Lost Resist	Almighty	Single Target	26	0	100	Far	Once only, ignoring elemental affinities "Fire·Ice·Electric•Wind·Light• Inflicts Infernal attribute weakness」		—
Life Theft	Almighty	Single Target	6	60	100	Far	HP absorption	○	1800
Arcane Almighty	Almighty	All Targets	38	130	98		—	II	—
Megido	Almighty	All Targets	15	140	98		—	○	2400
Lava Beast Summon	Almighty	All Targets	28	160	98		—	—	—
Arcane Omnipotence	Almighty	All Targets	60	200	98		—	—	—
Megidorai	Almighty	All Targets	20	240	98		—	○	4800
Megidolaon	Almighty	All Targets	25	350	98		—	—	—
Trial of Inquiry	Almighty	All Targets	20	350	98		Restores MP depending on the number of people attacked	—	—
Demon King Summon	Almighty	All Targets	22	450	98		Inflicts curse at a certain probability	—	—
Deep Abyss Cliff	Almighty	All Targets	35	500	98		—	—	—
End King Magic · ｱｸﾞﾆﾑ´ Almighty		All Targets	99	9999	100		9999 evening X one at and origin hundred	—	—
Cursed Words	—	All Targets	80	100	0		Inflicts curse at a certain probability	○	1400
Vehicle Technique	—	All Targets	80	100			Inflicts rage at a certain probability	○	2400
Surprise Box	—	Total	8	0	100		Inflicts stun at a certain probability	○	2000
Dance of Death	—	All targets	12	0	100		Instantly kills at a certain probability	—	—

Healing

Skills	Range	Consumable	Effect	Inheritance	MAG
Dia	Single target	4	Restores a small amount of HP to one ally	〇	600
Diarma	Single target	8	Restores a moderate amount of HP to one ally	〇	2800
Diarmahan	Single target	18	Restores a large amount of HP to one ally	〇	6000
Goddess Summon	Single target	20	Fully restores one ally's HP	—	—
Medi	All	10	Restores a small amount of HP to all allies	〇	1500
Medica	All targets	20	Restores a moderate amount of HP to all allies	〇	4200
Medical	All targets	40	Restores a large amount of HP to all allies	〇	10000
Magic Devotion	All	20	Smallly restores HP of all allies	II	—
Medi Line	Column	10	Heals a small amount of HP for allies in the same row	〇	2300
Ridine	Single target	16	Grants one ally an effect that restores 10% HP every time it comes their turn for 3 turns	〇	3000
Shielding Recovery Formation	All targets	8	Grants all allies an effect that restores 10% HP every time it comes their turn for 3 turns	II	—
First Aid	Single target	2	Restores a small amount of HP to one ally (can only be used from the main menu)	〇	1000
First Aid	All targets	6	Restores a small amount of HP to all allies (usable only from the main menu)	〇	2000
Meditation	Single target	6	Restores a small amount of the skill user's HP, and also cures Burn and Frostbite	〇	2000
Clear Mind, Still Water	Single target	14	Restores a moderate amount of the skill user's HP, and also cures Severe Poison and Curse	〇	4000
Holy Knight's Art	Single target	15	Restores a moderate amount of the skill user's HP, and also removes debuffs	〇	2200
Patra	Single target	6	Cures one ally's status ailments	〇	600
Penpatra	All targets	18	Cures all status ailments of all allies	〇	3200
Summon Night Butterfly	Single target	22	Cures one ally's status ailments and grants an effect that restores 10% HP every time it comes their turn for 3 turns	—	—
Recarm	Single target	10	Revives one ally from incapacitation with 50% HP	〇	2500
Samarecarm	Single target	20	Revives one ally from incapacitation with full HP	〇	5000
Patriscarm	Single target	48	Grants one ally the effect of surviving with 1 HP when hit by an attack that would reduce HP to 0, once per battle	〇	6000
Resurrection of Magic	Single target	20	Recovers one ally from incapacitation with 50% HP	—	—
Summon the God of Harvest	All targets	80	Fully restores all allies' HP, and additionally recovers incapacitated allies with full HP	—	—
Blessing of the Gods	All targets	18	Recovers all allies from incapacitation with full HP	—	—

Support

Skills	Range	Cost	Effect	Inheritance	MAG
Tarukaja	Single-target	8	Increases one ally's attack power for 3 turns	〇	800
Vitalja	Single-target	20	Increases one ally's attack and defense by 2 stages for 3 turns	〇	6000
Concentration	Single-target	20	Increases the skill user's attack by 3 stages for 3 turns	〇	3400
Mahatarukaja	All targets	18	Increases the attack power of all allies for 3 turns	〇	4200
Arcane Power Formation	All targets	48	Increases the attack power of all allies for 3 turns	-	—
Formation of Valiance	All targets	35	Moves all allies to the front line, and increases their attack power by 2 ranks for 3 turns	〇	6400
Rakukaja	Single target	8	Increases one ally's defense for 3 turns	〇	800
Knight's Defense	Single target	20	For 3 turns, the skill user's Defense increases by 3 levels	〇	3200
Maharakukaja	All targets	18	Increases all allies' defense for 3 turns	〇	4200
Arcane Iron Wall Formation	All targets	48	Increases all allies' defense for 3 turns	—	—
Shielding Formation	All targets	35	Moves all allies to the back row and increases defense by 2 stages for 3 turns		6400
Sukukaja	Single target	8	Increases one ally's accuracy and evasion for 3 turns		800
Sword Devotion	Single target	20	Increase the skill user's accuracy and evasion by 3 ranks for 3 turns.		4500
Maha Sukukaja	All targets	18	Increases the entire party's hit and evasion rates for 3 turns		4200
Magic Speed Formation	All targets	48	Increases all allies' accuracy and evasion for 3 turns		—
Battle Breath	Single target	12	Increases the skill user's attack and defense for 3 turns		800
Heat Riser	Single target	24	Increases one ally's attack and defense, and accuracy and evasion, for 3 turns		8000
Money Power	Single target	(*1)	For 3 turns, the attack, defense, accuracy, and evasion of one ally increase by 3 levels.		—
Hero's Proof	Single target	50	For 3 turns, the skill user's Attack, Defense, Accuracy, and Evasion increase by 3 stages.		—
Charge Signal Fire	All	26	For 3 turns, all allies' Attack, Defense, Accuracy, and Evasion increase.		—
War King's Formation	All	70	For 3 turns, all allies' Attack, Defense, Accuracy, and Evasion increase by 3 stages.		—
Rebellion	Single target	4	For 3 turns, one ally's critical rate increases.		1200
Adventurer's Curiosity	All	8	For 3 turns, all allies' critical rate increases.		2800
Tarunda	Single target	8	For 3 turns, one enemy's Attack decreases.		800
Vidalda	Single target	20	For 3 turns, one enemy's Attack and Defense decrease by 2 stages.		6000
Matarunda	All	18	For 3 turns, all enemies' Attack decreases.		—
Magic Relaxation Formation	All	48	For 3 turns, all enemies' Attack decreases.		—
Rakunda	Single target	8	For 3 turns, one enemy's Defense decreases.		800
Marakunda	All	18	For 3 turns, one enemy's Defense decreases.		—
Sukunda	Single target	8	For 3 turns, one enemy's Accuracy and Evasion decrease.		800

*1: Consumes 9999 money

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■Support

Skills	Range	Cost	Effect	Inheritance	MAG
Masukunda	All targets	18	For 3 turns, one enemy's hit and evasion rates decrease.	—	—
Battle Cry	All targets	40	For 3 turns, lowers all enemies' Attack and Defense	○	5000
Absolute Roar	All targets	60	For 3 turns, lowers the attack and defense of all enemies by 2 ranks	II	—
Randomizer	Single target	24	For 3 turns, one enemy's Attack, Defense, Accuracy, and Evasion decrease.	○	9000
Dekaja	All targets	18	Negates all buffs on all enemies	○	2000
Dekunda	All targets	18	Dispels debuffs on all allies	○	2000
Tetra Break	Single target	18	Cancels the effect of one enemy's "physical reflection skill"	○	2800
Makara Break	Single target	18	Cancels the effect of one enemy's "Magic Reflection Skill"	2800	
Mirror-Shattering Strategy	Single target	10	Negates the effects of "Physical Reflection and Magic Reflection Skills" on 1 enemy	○	4000
All Reset	All	36	Negates the enemy party's status, reflection, and damage boost effects	II	—
Charge	Single	15	The skill user's physical attack skill power is doubled to 2.25 times for one use only	○	16000
Magical power buildup	Single	30	The skill user's physical attack skill power is doubled to 2.25 times for one use only	-	—
Hyper	Single	15	The skill user's magic attack skill power is doubled to 2.25 times for one use only	○	16000
Magical transcendence	Single	30	The skill user's magic attack skill power is doubled to 2.25 times for one use only	—	—
Masquerade Charge	All	26	All allies' physical attack damage is doubled to 2.25 times for one use only	—	—
Tetrakarn	Single	40	Sets up a barrier on one ally that reflects slash, pierce, and strike attacks once	12000	
Makarakarn	Single	40	Sets up a barrier on one ally that reflects fire, ice, lightning, wind, light, and dark attacks once	○	5000
Fallen Angel Summon	Single target	30	Sets up a barrier on one ally that reflects slash, pierce, and strike attacks once	—	—
Protect Guard	Single target	10	Creates a barrier for one ally that negates one Slash, Pierce, or Strike attack	—	—
All Guard	Single target	40	Create a barrier on one ally that nullifies one attack of any type other than Almighty	—	—
Line Guard	Column	28	Sets up a barrier on all allies in the same row that nullifies one slash, pierce, or strike attack	—	
Magic Guard	Column	28	Creates a barrier that nullifies one Fire, Ice, Lightning, Wind, Light, or Dark attack for all allies in the same row	—	
Ultimate Guard	All allies	100	Creates a barrier for all allies that nullifies one attack of any type other than Almighty	—	—
Magical Injection	All allies	12	Creates a barrier for all allies that nullifies one status ailment attack	—	—
Substitution Technique	Single target	5	For the turn in which the skill is used, nullifies Slash, Pierce, and Strike attacks	○	10000
Declaration of Knighthood	Single target	4	For 1 turn, draws in enemy attacks except for some	○	1000
Knightly Proclamation	Single target	8	For 1 turn, while defending, draws in enemy attacks except for some	○	2000
MP Gift	Single target	50	Transfers MP to one ally	○	1800
Hero's Cry	Single target	99	Increases the Press Icon by 4 (can be used only once per battle)	—	—

Passive effect

Skills	Effect	Inheritance	MAG
New Booster	Increases the power of Slash attacks by 20%	○	
斬High Booster	Increases the power of Slash attacks by 30%	—	—
Pierce Booster	Increases the power of Pierce attacks by 20%	○	20000
Pierce High Booster	Increases the power of Pierce attacks by 30%	-	—
Strike Booster	Increases the power of Strike attacks by 20%	○	20000
壊High Booster	Increases the power of Strike attacks by 30%	II	—
All-Purpose Booster	Increases the power of Almighty attacks by 20%	○	20000
Magic Booster	Increases the power of magic skills by 15%	○	28000
Magic High Booster	Increases the power of magic skills by 25%	—	—
Short Range Booster	When in the front row, the power of all skills increases by 10%	○	12000
Long Range Booster	When in the back row, the power of all skills increases by 10%	○	12000
Front Booster	When in the front row, the power of allies in the same row's physical skills increases by 10%	○	15000
Back Booster	When in the back row, the power of allies in the same row's magic skills increases by 10%	15000	
Weapon Mastery	Increases the attack power of normal attacks by 50%	○	18000
Revenger	When in the front row, damage dealt increases in proportion to the percentage of current HP lost. Maximum increase: 99%	○	6000
Offensive Know-How	At the start of battle, the skill holder's attack power automatically increases	○	4000
Defensive Know-How	At the start of battle, the skill holder's defense power automatically increases	○	4000
Quickness Aptitude	At the start of battle, the skill holder's accuracy and evasion rates automatically increase.	○	4000
Principles of Swiftness	At the start of battle, the skill holder's accuracy and evasion rates automatically increase by 3 stages	—	—
Perfect	At the start of battle, the skill holder's attack power, defense, accuracy, and evasion rates automatically increase	○	12000
Heat Up	Physical skill attack power increases by 10%. If there is an Archetype of the same line, the effect increases, up to a maximum of 30% increase	○	6000
Magic Circle	Magical skill attack power increases by 10%. If there is an Archetype of the same line, the effect increases, up to a maximum of 30% increase	○	6000
Sense of kinship	Attack power increases by 10%. If there is an Archetype of the same line, the effect increases, up to a maximum of 50% increase	○	8000
Unbreakable Bond	Defense increases by 10%. If there is an Archetype of the same line, the effect increases, up to a maximum of 50% increase	○	8000
Knowledge of natural healing	Each time it becomes your turn in the action order, recover 5% of max HP. If there is an Archetype of the same line, the effect increases, up to a maximum of 20% recovery	5000	
Perseverance	Critical hit rate increases by 5%. If there is an Archetype of the same line, the effect increases, up to a maximum of 30% increase	○	5000

■Auto Effect

Skill	Effect	Inheritance	MAG
Accuracy Support	Accuracy increases by 10%. If there is an Archetype of the same type, the effect increases, up to a maximum of 50%	○	5000
Those Who Live in the Shadows	Evasion rate increases by 5%. If there is an Archetype of the same type, the effect increases, up to a maximum of 30%	○	8000
Merchants' Gathering	Consumable item effects become 1.2 times stronger. If there is an Archetype of the same type, the effect increases, up to 2 times	○	4000
Masked Dance	MP recovers by 3 each turn. If there is an Archetype of the same type, the effect increases, and max MP recovers by 8	○	9000
Vitality Spring	Max HP increases by 15%	○	3000
Vitality Vessel	Max HP increases by 30%	○	12000
Magic Spring	Max MP increases by 15%	○	4000
Magic Vessel	Max MP increases by 30%	○	16000
Fighting Spirit in Adversity	When the skill holder is near death, critical hit rate increases by 15%	○	3000
Divine Blessing	Increases the effectiveness of healing spells by 1.5 times	○	8000
Secret Technique of Dance	The success rate of status ailment infliction skills increases	○	4000
Critical Commerce	Chance to land a critical hit on enemies is doubled	○	18000
Magic Integration	Damage and accuracy of Synthesis increase	○	12000
Magic Link	MP consumption for Synthesis is halved	○	28000
斬 Insight	Evasion rate against slash attacks becomes 1.15 times higher	○	6000
突 Insight	Evasion rate against pierce attacks becomes 1.15 times higher	○	6000
Break Insight	壊 Evasion rate against attribute attacks becomes 1.15 times higher	○	6000
炎 Insight	Evasion rate against fire attacks becomes 1.15 times higher	○	4000
Ice Insight	"Evasion rate against ice attacks becomes 1.15 times higher	○	4000
Lightning Insight	"Evasion rate against lightning attacks becomes 1.15 times higher	○	4000
Wind Insight	Evasion rate against wind attacks becomes 1.15 times higher	○	4000
Light Insight	Evasion rate against light attacks becomes 1.15 times higher	○	4000
闇 Insight	Evasion rate against dark attacks becomes 1.15 times higher	○	4000
All Resistance	All affinities other than Almighty become "Resistance"	II	—
Counter	斬 Reflects Pierce/Strike attribute attacks with a 15% chance	○	14000
Magic Counter	Reflects Fire, Ice, Lightning, Wind, Light, and Dark attribute attacks with a 15% chance	14000	
All Counter	Reflects attacks of all attributes except Almighty with a 15% chance	—	—
Standing Firm	Becomes unable to evade, but damage taken is halved	○	26000
Mind's Eye	When taking attacks, the enemy's accuracy is halved	○	30000
Master Insight	Completely nullifies critical attacks from enemies	○	25000
Noble Resolve	When subjected to an enemy preemptive attack, damage taken is halved	○	1400
Battle-Hardened	Becomes unable to contract Poison, Disease, Paralysis, Curse, Burn, or Freeze	○	30000
Unwavering Heart	Becomes unable to contract Charm, Stun, Forget, Sleep, or Rage	○	32000
Instant Recovery	The number of turns required to recover from a status ailment automatically becomes 1 turn	○	26000
Unyielding Blood	Once per battle, fully recovers HP when hit by an attack that would reduce HP to 0	○	9000
Harvest	Recovers HP when defeating an enemy	○	6000
Return Magic	Recovers MP when an enemy is defeated	○	10000
Major Healing Promotion	Recovers 6% of max HP each time your turn comes around	○	7000
Vitality Recovery	Recovers 6 MP each time your turn comes around	○	10000
Grace's Blessing	While under an effect that increases Attack, Defense, Accuracy, or Evasion, recovers 10 MP each time your turn comes around	○	10000
Recovery to Victory	While performing actions in the field, every time an enemy is stunned and defeated, all party members recover 10% HP	—	—
Magic Recovery	While performing actions in the field, every time an enemy is stunned and defeated, all party members recover MP	—	—
Dance of Victory	While performing actions in the field, every time an enemy is stunned and defeated, all party members recover 6% HP and 1 MP	—	—
Pickpocket	While performing actions in the field, gain items at a certain rate when enemies are stunned and defeated	—	—
Alchemy	While performing actions in the field, gain a small amount of money each time an enemy is stunned and defeated	—	—
Follow-up Support	While performing actions in the field, allies' support attacks are more likely to occur	—	—
Support Recovery	While performing actions in the field, every time an ally's support attack lands, all party members recover 10% HP	—	—
Chain Enhancement	While performing actions in the field, enemies are more likely to be stunned by allies' support attacks	—	—
Chain Follow-up Attack	While performing actions in the field, allies' support attacks and enemy stuns are more likely to occur	—	—
Morale Boost	While performing actions in the field, every time an ally's support attack lands, HP and MP are recovered by 3%	—	—
Insight	While performing actions in the field, an auto-evade action has a chance to activate	—	—
Automatic Reflection	While performing actions in the field, reflects enemy attacks with a 32% chance	—	—
A cut above	While performing actions in the field, you will not transition into an enemy preemptive battle when attacked by an enemy	—	—
Reckless charge	Even if you are hit by an enemy attack during a field attack action, it will not turn into an enemy preemptive battle	—	—
Combat Specialization	During a field attack action, even if hit by an enemy attack, it will not transition into an enemy preemptive battle, and if the enemy is stunned or defeated, all party members' HP is restored by 4%	—	—
Upset	During field actions, powerful enemies become easier to stun	—	—
High Voltage	When you start a command battle by stunning an enemy, the critical hit rate increases by 15%	○	3000
Lucky Item	The item acquisition rate at the end of battle increases by 20%	○	5000
Lucky Rare Item	The rare item acquisition rate at the end of battle increases by 20%	○	8000
Item Appraisal	Doubles the effects of consumable items	○	2800
Soul of the Noble Warrior	When defeating an enemy with a physical attack, the Press Icon does not decrease during that action.	—	—
Noble Knight's Soul	On the turn after using a naming skill, one Press Icon is added (does not activate if the user is incapacitated)	—	—
The Soul of the Noble Thief	When you evade an enemy attack, all remaining Press Icons are consumed regardless of how many are left.	—	—

■ Auto Effect

Skill	Effect	Inherited	MAG
Noble Dancer Soul	When defeating enemies with magic attacks of fire, ice, lightning, wind, light, dark, or almighty attributes, the Press Icon does not decrease	—	—
Noble Summoner Soul	When defeating enemies with summon magic, the Press Icon does not decrease	—	—
Noble Berserker Soul	When a critical hit occurs with a physical attack, the Press Icon does not decrease	—	—

[redacted]
For enemies only

Skills	Attribute	Area	Power	Accuracy	CRT	Effect	Main enemies used
Blunted Blade's Spinning Slash	Slash	All	1	95	0	—	Homogorleo (1st)
Blunted Blade's Slash	Slash	Single target	1	97	0	—	Homogorleo (1st)
Phantom Dance	Slash	All targets	40	95	0	—	Dead Gryas
Phantom of Dalliance	Slash	Single target	50	97	8.	—	Dead Gryas
Claw (1)	Slash	Single target	50	97	8	—	Hound Hando
Spinning Slash (1)	Slash	All targets		95	5	—	Homo Golleo (1st time)
Poison Scratch	Slash	Single target		97	8	Has a certain chance of inflicting Poison	Evil Dragon Eto
Paralysis Scratch	Slash	Single target		97	8	Has a certain chance of inflicting Paralysis	Little Beast Hyeno
Scratch (2)	Slash	Single target	80	97	8	—	Fire Dragon Mauna
Claw	Slash	Single target		97	8	2 attacks	Leo Griff
Sweeping Slash (1)	Slash	All targets	100	99	5	2 attacks / Destroying the arms reduces power and the number of attacks	Homo Avades
Rending	Slash	Single target	120	97	8	—	Kuvaruhasu
Frenzied Claw	Slash	Single target	150	97	8	Causes a state of rage with a certain probability	Obsilhas
Cutting (1)	Slash	Single target	150	97		—	Homogorleo (1st time)
Mighty Claw	Slash	Single target	180	97		—	Leogrophon
Dimension	Slash	Total	200	95		—	Louis Diabeln (2nd time)
Sweeping Slash (2)	Slash	All targets		99		2 attacks / Destroying the arms reduces power and the number of attacks	Avades, the Demon King's servant
Spinning Slash (2)	Slash	All targets	250	95	5	—	Demon Lord's servant Golleo
Purple Poison Claw	Slash	Single target	250	97	8	Has a certain chance of inflicting Poison	One who devoured the poison of the stars
Binding Claw	Slash	Single target	250	97		Has a certain chance of inflicting Paralysis	One who devoured civilization
King's Slash	Slash	Single target	330	97	10	2 attacks	Louis Dia Beln (1st time)
Sweep Away the Four Wings	Slash	Row	350	99		—	Demon King Louis Caladrius
Slash to Pieces (2)	Slash	Single target	350	97		—	Demon Lord's servant Golleo
Blade of the Doom King	Slash	All targets	400	95		—	Angry Face
Ishkia's Quality	Slash	Single target	700	99		805858 00 00 00 00 008588852585855888888880	Angry Face
Focused Thrust	Thrust	Single target	50	97	8	—	Homo Oppo (Event)
Numbing Needle	Thrust	Single target	60	97	8	Has a certain chance of inflicting paralysis	Reginovespu
Poison Needle	Thrust	Single target	60	97	8	Has a certain chance of inflicting Poison	Manjura
Charge	Thrust	Single target	60	97	8	—	Nokorubo
Curse Needle	Thrust	Single target	60	97	8	"Inflicts the cursed state with a certain probability	Magma Manjura
Needle Attack	Laugh	Single target	60	97		—	Vesp
Impure Needle	Laugh	Single target	60	97		Has a chance to inflict Disease status	Lavovesp
Continuous Shot	Laugh	Single target		95		2 attacks	Bow Goborn
Power Needle Attack	Laugh	Single target		97		—	Manjura
Fallen Impalement	Laugh	Single target		97		For 3 turns, lowers the target's attack and defense, as well as accuracy and e	Homo Oppo
Piercing Claw Strike	Laugh	Single target	300	97		Ignores elemental affinity / has a chance to inflict Daze status	Crimson Dragon of the Apocalypse
Four Wings That Pierce	Laugh	All targets	350	99		2 to 4 attacks	Demon King Louis Caladrius
Focused Shot	Laugh	Single target	450	97		For 3 turns, lowers the target's defense	Angry Face
Pallpas Quality	Laugh	Row	500	99		Has a chance to inflict Daze	Angry Face
Bite	Laugh	Single target		97		—	Deadfolk Mornet (1)
Crushing Blow	Laugh	All targets		95		—	Treasure Imitec
Strong Attack	Laugh	Single target	60	97		—	Goboron
Tail Sweep (1)	Laugh	Column		99		—	Fire Dragon Mauna
Tail Sweep (2)	Thrust	All targets		99		—	Evil Dragon Eto
Numbing Fang	Thrust	Single target		97		Has a certain chance of inflicting Paralysis	Larva Valmo
Paralyzing Strike	Break	Single target		97		Has a certain chance of inflicting Paralysis	Apostate Skelet · Spear
Poison Bite	Break	Single target		97		Has a certain chance of inflicting Poison	Parasitic Worm Valmo
Poison Strike	Break	Single target		97		Has a chance to inflict Severe Poison status	Goborn-Esto
Cursed Strike	Break	Single target		97		Has a chance to inflict Curse status	Arendt・Magical Leaf Tree Species
Cursed Fang	Break	Single target		97		Has a chance to inflict Curse	Ostfro
Impure Strike	Break	Single target		97		Has a chance to inflict Disease status	Man-Slayer Goboron Este
Impure Gnawing	Break	Single target		97		Has a chance to inflict Disease status	Deadfolk Molt (1)
Sweep (3)	Break	All targets		99		—	Great Sand Worm Homobtera
Bite	Break	Single target		97		—	Dead Soldier Molneto

Enemy Only

Skill	Attribute	Range	Power	Accuracy	CRT	Effect	Main enemies that use it
Innocent Leap (1)	Break	All targets	120	95	5	—	Homo Jorzoo
Shock from the Dark	Break	All targets	120	95	5	—	???
Severe Pain Strike	Break	All targets	150	95	5	—	Land-dwelling Shuper
Body Slam (1)	Break	Single target	150	97	8	—	Homo Jarzō
Sweep (4)	Break	All	150	99	5	—	Demon King's Servant Butera
Bite (1)	Break	Single target	180	97	8	—	Great Sand Worm Homo·Butera
Body Slam (2)	Break	Single target	180	97	8	—	Demon King's Servant Jalzoo
Earth's Sumo Stomp	Break	Single target	180	97	8	For 3 turns, the target's attack and defense, hit and evasion rates decrease by 3 stages	Homo Kasko
Abyss Drop	Break	Single target	180	97	8	—	Man-Slayer Goborn·Ligo
Innocent Leap (2)	Break	All	180	95	5	—	Demon King's Servant Jalzoo
Bite (2)	Break	Single target	200	97	8	—	Demon King's Servant Butera
Venom Tail	Break	All targets	200	99	5	Has a certain chance of inflicting Poison	One Who Feeds on the Poison of the Stars
Sudden Ascension	Break	All	240	95	5	—	Great Sand Worm Homo·Butera
Shattering Tail	Break	All	250	99	5	—	One Who Feeds on Civilization
Iron-Fist Punishment	Break	Single target	300	97	5	—	Bounty Queen Cazerina (3rd time)
Crushing Eight Wings	Break	All	350	99	5	—	Demon King Louis Caladrius
True Iron-Fist Punishment	Break	単体	400	97		Applies "Weak to Break" only once	Bounty Queen Cazerina (3rd time)
Praise of Cremar	Break	All targets	500	99		—	Angry Face
Rapid Fire (1)	Break	All targets	60~800	99	5	The more arms, the higher the power and number of attacks / Attack 2 to 6 times	Great Sea Beast Homo Sabara
Rapid Fire (2)	Break	All targets	100~900	99	5	The more arms, the higher the power and number of attacks / Attack 2 to 6 times	Sabara, Servant of the Demon King
Boiling Bodily Fluids	Flame	Single target	60	99	0	Has a certain chance to inflict Burn	Bloodsucking Gelatenos
Fireball	Flame	Single target	80	99	0	—	Fire Dragon Mauna
Scorching Mist	Flame	All	90	98	0	Has a certain chance to inflict Burn	Bloodsucking Gelatenos
Flame Breath	Flame	All	110	98	0	—	Benepetia
Blazing Strike	Flame	All	110	95	0	—	Homo Luma
Infernal Blaze	Flame	Single target	110	99	0	—	Roger-supporting Mage Soldier
Flame Fang	Flame	Single target	120	97	0	Has a certain chance to inflict Burn	Serpetia
Flame Needle	Flame	Single target	120	97	0	Has a certain chance to inflict Burn	Lava Manjura
Infernal Flames of Sorcery	Flame	All targets	120	98	0	—	Armored Tank Engineer Lina
Large Fireball	Fire	Single target	150	99	0	Has a certain chance of inflicting Burn	The One Who Devours Civilization
Flame Claw	Fire	Single target	150	97	0	Has a certain chance of inflicting Burn	Hound Hando
Dimensional Slash・Flame	Fire	All	170	95	0	—	Louis Diabeln (2nd time)
Inferno Breath	Fire	All	180	98	0	Has a certain chance to inflict Burn	The One Who Devours Civilization
Arcane Scorch	Flame	Single target	180	99	0	—	Monk Corps · Mage Soldier
King's Slash · Flame	Flame	Single	250	97	0	Number of attacks: 2	Louis Diabeln (2nd time)
Fish Oil Frenzy Hot-Grilled	Flame	Row	250	98	0	Chance to inflict Burn	Jet-Black Homophios
Pillar of Flames of Ruin	Flame	列	350	98	0	Chance to inflict Burn	The One Who Devours Scorching Heat
Scorch to a Cinder	Flame	All	9999	100	0	Deals 9999 damage	The One Who Devours Scorching Heat
Freezing Mist	Ice	All	90	98	0	Has a certain chance to inflict Frostbite	Arendt, Cold-Zone Species
Frozen Secretion	Ice	Single target	100	99	0	Has a certain chance to inflict Frostbite	Snow Valmo
Breath of Ice	Ice	All	110	98	0	—	Homo Frostin
Ice Smite	Ice	All	110	95	0	—	Aquatic Schuper
Magical Ice Block	Ice	Single target	110	99	0	—	Dismantler Goddard
Ice Fang	Ice	Single target	120	97	0	Has a certain chance to inflict Frostbite	Water insect Valmo
Ice Claw	Ice	Single target	120	97	0	Has a certain chance to inflict Frostbite	Ice Sogne
Ice Needle	Ice	Single target	120	97	0	Has a certain chance to inflict Frostbite	Rock Manjura
Magical Glacier	Ice	Total	120	98	0	—	Grodel
Torrent Breath (1)	Ice	Single target	150	99	0	—	Great Sea Beast Homo Sabara
Ice Claw	Ice	Single target	150	97	0	Has a certain chance to inflict Frostbite	Kuvaruhasu
Ice Blossom Breath	Ice	All	150	98	0	Has a certain chance to inflict Frostbite	Ice Sogne
Dimensional Slash • Ice Rain	Ice	All	170	95	0	—	Louis Diabeln (2nd time)
Great Magic Ice Chunk	Ice	Single target	180	99	0	—	Monk Corps · Mage Soldier
Torrent Breath (2)	Ice	Single target	200	99	0	—	Sabara, Servant of the Demon King
King's Slash • Ice Rain	Ice	Single	250	97	0	Number of attacks: 2	Louis Guiabern (2nd time)
Thunder Breath	Electricity	All	110	98	0	—	Jet-Black Homo Oppo
Great Thunder of Magic	Electricity	Single target	110	99	0	—	Louis's Army · Spear Captain (Lookout)
Magical Lightning Flash	Electricity	Total	120	98	0	—	Armored Tank Mechanic Rina
Dimensional Slash: Lightning	Electricity	All	170	95	0	—	Louis Guiabern (2nd time)
Magical Thunderclap	Electricity	Single target	180	99	0	—	Monk Corps · Mage Soldier
King's Slash: Lightning	Electricity	Single target	250	97	0	2 attacks	Louis Diabeln (2nd time)
Breath of Thunder	Electricity	All	250	98	0	For 3 turns, lowers the target's defense	Crimson Dragon of the Apocalypse

■ Enemy-only

Skill	Attribute	Area	Power	Accuracy	CRT	Effect	Main enemies that use it
Lightning Twin Claws		Single target	350	97	0	Number of attacks: 2-4 times	Crimson Dragon of the Apocalypse
Disturbed Flapping		Single	1	99	0	—	Homo Gorleo (first time)
Flapping (1)		Single	60	99	0	—	Homofurukiro
Wind Breath		All targets	110	98	0	—	Rigopetia
Fierce Wind of Magic		Single target	110	99	0	—	Louis Army · Spear Captain (Guard)
Arcane Cataclysm		Total	120	98	0	—	Dismantler Goddard
"Dimensional Slash: Gale		All	170	95	0	—	Louis Guiabern (Second Encounter)
Griffon Wings		All	180	98	0	For 3 turns, the target's attack power decreases	Leoglyph
Arcane Tempest		Single	180	99	0	—	Monk soldiers Magic troops
Shockwave		All	240	98	0	—	Jet-black Homo Penta
King's Slash: Gale		Single	250	97	0	2 attacks	Louis Diabelln (2nd time)
Tail of the Whirlwind		All	250	99	0	—	Crimson Dragon of the Apocalypse
Flapping Wings (2)		Single	250	99		—	Demon King's Servant Gorlleo
Raging Wind		Single	300	97		Ignores elemental affinities	Homo Marhera
Griffon King's Wings		All	300	98		For 3 turns, the target's attack power decreases by 3 stages	Leoglyph
Destructive Tempest		Row	350	98		—	Crimson Dragon of Revelation
Golleo's Fluttering		Single	500	99		—	Ruin Caladrius
Breath of Light		All	110	98		—	Jet-Black Homofurukiro
Arcane Flash		Single	110	99		—	Monk Soldier Corps Captain Gido
Arcane Radiance		Single	180	99		—	Monk Soldier Corps · Spearman
Blinding Breath		All	250	98		For 3 turns, the target's accuracy and evasion rate decrease	Crimson Dragon of Revelation
Rogue Quality		All	500	99		Has a certain chance to inflict Paralysis	Smiling Face
Cursed liquid		Single target	60	99		Has a certain chance to inflict Curse	Skull Gelatenos
Cursed Mist		All targets		98		Has a chance to inflict Curse	Ostfro
Dark Night of Sorcery		Single target		99		—	Hired Mage Soldier
Breath of Darkness		All targets		98		—	Lava Manjura
Breath of the Dragon God		All	120	98		—	Evil Dragon Eto
Death Scythe		Single Target	200	99		Has a chance to instantly kill	Moldirich
Breath of Venom		All targets	250	98		—	One who has consumed the poison of the stars
Dark Claws		Single target	300	97		For 3 turns, the target's attack power decreases	Crimson Dragon of the Apocalypse
Muttari's quality	Restraint	All targets	500	99		Has a chance to inflict Cursed status	Joy Face
Tempting Hand that Disturbs the Mind (1)	All-purpose	Single target		99		Has a chance to inflict Anxiety status	Homo Margo
Sneaking Poison Hand (1)	Universal	Single target		99		Has a chance to inflict Deadly Poison status	Homo Margo
Life Steal	Universal	Single target		100		Absorbs HP	Kadaburitchi
Ruckus (1)	Universal	All targets		99		The target's defense decreases for 3 turns	Homo Jarzō
Digestive Fluid	Universal	Single target		99		The target's defense decreases for 3 turns	Gelatenos
Crawling Murderous Hand (1)	Almighty	All targets		98		—	Homo Margo
Scale Powder Attack	Almighty	Single target		99		For 3 turns, lowers the target's Attack	Nokros
Empty Scale Powder	Universal	Single target		99	0	Has a chance to inflict Forgetfulness status	Giant Moth Nokurumos
Madness Scale Powder	Universal	Single target		99		Causes a state of rage with a certain probability	Papilga
Heartless Powder	Universal	Single target		99		Has a chance to inflict Daze	Giant Moth Nokurumos
Sandstorm (1)	Universal	All targets		98		For 3 turns, lowers the target's Accuracy and Evasion rates	Rock Larva Valmo
Festered saliva	Universal	Single target		99		Has a certain chance of inflicting Paralysis	Rock Larva Valmo
Sleep scale dust	Universal	Single target		99		Inflicts sleep state with a certain probability	Nokpuru
Corrosive bodily fluid	Universal	Single target		99		Has a chance to inflict Disease status	Land-dwelling Shuper
Alluring powder	Universal	Single target		99		Has a chance to inflict the charm status.	Papilos
Pollen Attack	Universal	All targets		98		For 3 turns, lowers the target's Accuracy and Evasion rates	Canibafro
Paralyzing pollen	Universal	All targets		98		Has a certain chance of inflicting Paralysis	Arent - Temperate Species
Impure powder	Universal	All targets	90	98		Has a chance to inflict Plague status	Arendt · Magical Leaf Tree Species
Deadly Poison Powder	Almighty	All	90	98		Has a chance to inflict Deadly Poison status	Nokpuru
Strong Acid Digestive Fluid	Almighty	Single	120	99		Reduces the target's defense by 3 stages for 3 turns	Bloodsucking Gelatenos
Mind-Disrupting Temptress (2)	Almighty	Single	120	99		Has a certain chance of inflicting Anxiety	Demon King's servant Marugo
Stealthy Poison Hand (2)	Almighty	Single	120	99		Has a certain chance of inflicting Severe Poison	Demon King's servant Marugo
Great Scale Powder Attack	Almighty	Single	120	99		For 3 turns, the target's attack power decreases by 3 stages	Papilga
toothbrush	Almighty	All	130	98		—	Crimson Homo Tenta
Sandstorm (2)		All	130	98		For 3 turns, lowers the target's Accuracy and Evasion rates	Demon King's servant Butera
Massive Pollen Attack	Almighty	All	150	98		The target's accuracy and evasion decrease by 3 ranks for 3 turns	Arent - Cold-Temperate Species
Loud Noise (2)	Almighty	All	150	98		The target's defense decreases for 3 turns	Demon King's servant Jaruzo
Chomp (1)	Almighty	All	150	95	8	—	Homo Jaruzo
Crawling Fiend (2)	Almighty	Single	180	97		—	Demon King's servant Marugo
Fish Oil Rampage	Almighty	All	180	98		Once only, inflicts "Fire-attribute Weakness" on all allies and enemies	Homo Luma
Piercing Defiance	Almighty	All	200	98		Counter the target attacked	Zorba Fear Form
Resentful Steel Claw	Almighty	Single	200	100	8	Always critical if the target is afflicted with a status ailment	One who has consumed the poison of the stars
Ambush Charge (1)	Almighty	Single	220	97			Homo Avades
	Almighty	All	240	100		Oh oh oh oh oh 000000000000500000000	

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Enemy Only

Skill	Attribute	Range	Power	Accuracy	CRT	Effect	Main enemy that uses it
Scythe	Almighty	All	250	100	0	Increases damage against anxious targets	Zilba Terror Form
Bite (2)	Almighty	Single target	250	97	∞	—	Demon King's Servant Jalzoo
Enraged One-Handed Pot (Physical)	Almighty	Single target	300	99	0	Grants "Slash/Pierce/Strike weakness" once only	Homo Luano
Enraged One-Handed Pot (Magic)	Almighty	Single target	300	99	0	Grants "Fire/Ice/Lightning/Wind/Light/Dark weakness" once only	Homo Luano
Butera's Sandstorm	Almighty	All Targets	300	98	0	For 3 turns, the party's accuracy and evasion decrease	Ruin Caladrius
Incineration of Vanity	Almighty	Line	350	100	0	—	Homofurukiro
Ambush Troop Charge (2)	Almighty	All targets	350	100	0	—	Avades, the Demon Lord's servant
Royal Sword · Kai	Almighty	Single target	350	97	∞	—	The one who devours the souls of all people
Margo's Lure	Almighty	Single target	400	99	0	Has a chance to inflict Anxiety status	Ruin King·Caladrius
Great Reset	Almighty	All targets	1000	100	0	Has a chance to inflict Anxiety status	Ruin King·Caladrius
Exploding Anxiety	Almighty	All targets	1500	100	0	8 hits	Demon King Louis·Caladrius
Wind that Announces the End	Almighty	All	9999	100	0	Deals 9999 damage	The Red Dragon of Revelation
Self-Destruct	Almighty	All targets	—	100	0	Deals damage equal to 50% of current HP, and the user dies	Spect
Ultimate Self-Destruct	Almighty	All targets	—	100	0	Deals damage equal to 99% of current HP, and the user dies	Wrath Spect
Death Peck	Almighty	Single target	—	100	—	Instantly kills the target	Cocasados
Death Game	Almighty	Single target	—	100	—	Instantly kills the target	Homo Oreron
Excluded race	Almighty	Single target	—	100	—	Instantly kills the target race	King of Ruin Caladrius
Energy Steal	Almighty	Single target	—	100	—	Absorb MP	Crystal Valmo
Throw Away Money Spent Overnight	Almighty	Single target	—	100	—	Decrease Money Held by 10%	Mock Treasure Imitec
Venom Breath	—	All	—	100	—	Has a certain chance to inflict Poison	Cocasados
Binding Curse	—	Single target	—	100	—	Has a certain chance to inflict Paralysis	Zorba
Numbing Stench	—	All targets	—	100	—	Has a chance to inflict Paralysis	Rigopetia
Rotten Breath	—	All	—	100	—	Has a chance to inflict Disease	Dead Soldier Morneto
Spit	—	All targets	—	100	—	Has a chance to inflict Disease	Potorupo
Sabara's Ink Spit	—	Single target	—	100	—	Has a chance to inflict Disease	Ruin Caladrius
Cursed Breath	—	All targets	—	100	—	Has a chance to inflict Curse	Mad Bird Corvo
Black Howl	—	All targets	—	100	—	Has a chance to inflict Curse	One who has devoured the Poison of Stars
Intimidating Glare	—	Single target	—	100	—	Has a chance to inflict Daze	Golem Gargosta
Stare (One Eye)	—	Single target	—	100	—	Has a chance to inflict Daze	Homo Jarzo
Stare (Both Eyes)	—	Single target	—	100	—	Has a chance to inflict Daze	Homo Jarzo
Jarlzo's Gaze	—	Single target	—	100	—	Has a chance to inflict Daze	King of Ruin Caladrius
Deafening Roar	—	All targets	—	100	—	Has a chance to inflict Daze	Orgo
Stagnant Stench	—	All targets	—	100	—	Has a chance to inflict Daze	Aquatic Schuper
Bewitching Evil Eye	—	Single target	—	100	—	Has a chance to inflict Charm	Geocroops
Enthralling Breath	—	All	—	100	—	Has a chance to inflict Charm	Dead Treasure Imite Zoro
Flame of the Soul	—	Overall	—	100	—	Has a chance to inflict Charm	One who has devoured the Scorching Heat
Hollow Eyes	—	Single target	—	100	—	Has a chance to inflict Amnesia	Sciocropos
Vacant Breath	—	All targets	—	100	—	Has a chance to inflict Amnesia	Wailing Spectre
Dust of Oblivion	—	Single target	—	100	—	Has a chance to inflict Amnesia	Homo Oppo
Avades Dust	—	Single target	—	100	—	Has a chance to inflict Amnesia	King of Ruin Caladrius
Slumbering Air	—	All targets	—	100	—	Has a certain chance to inflict Sleep	Mimetic Imitec
Slumbering Gaze	—	Single target	—	100	—	Has a certain chance to inflict Sleep	Animated Statue Galgootsu
Irritating Air	—	All targets	—	100	—	Has a certain chance to inflict Rage	Wrath Spect
Irritating Eyes	—	Single target	—	100	—	Has a certain chance to inflict Rage	Saiokuro
Frenzied Roar	—	All targets	—	100	—	Has a certain chance to inflict Rage	Homo Physic
Harsh Sound	—	Column	—	100	—	Has a certain chance to inflict Rage	Vesp
Curse of Madness	—	Single target	—	100	—	Surely inflicts Rage	Zorba
Mist of Anxiety	—	All targets	—	100	—	Has a certain chance to inflict Anxiety	Jet-Black Homo Oppo
Curse of Anguish	—	Single target	—	100	—	Surely inflicts Anxiety	Zilba Terrified Form
Magical Healing	—	Single target	—	—	—	Restores a small amount of the target's HP	Jin the Swindler (1st time)
Magical Salvation	—	Single target	—	—	—	Restores a moderate amount of the target's HP	Grodel
Devouring	—	Single target	—	—	—	Restores a moderate amount of the target's HP	Homo Golleo (1st time)
Magical Miracle	—	Single target	—	—	—	Restores a large amount of the target's HP	Milo, the embodiment of beauty
Boundless Anxiety	—	Single target	—	—	—	Restores 50% of the target's HP	Homo Margo (Evil Dragon Eto part)
Wing Regeneration	—	Single target	—	—	—	Regenerates destroyed wings to full HP	Homo Golleo (2nd time)
Leg Regeneration	—	Single target	—	—	—	Regenerates a destroyed leg with HP fully restored.	Homo Golleo (2nd time)
Infinite Fruition	—	All targets	—	—	—	Restores a destroyed apple to full HP	Homo Golleo (2nd time)
Incomplete Regeneration	—	Single target	—	—	—	Regenerate the destroyed egg shell with HP at 50% (10% when both arms are destroyed)	Homo Avades
Eggshell Regeneration	—	Single target	—	—	—	Regenerate the destroyed egg shell to full HP	Homo Avades
Eye Regeneration	—	Single target	—	—	—	Regenerate the destroyed eyeball to full HP	Homo Jarzo
Mother's Love	—	All targets	—	—	—	After curing the target's incapacitated state, restores a moderate amount of HP	Homo Jarzo
Leg Regeneration	—	Single target	—	—	—	Regenerates a destroyed leg with HP fully restored.	Great Sea Beast Homo Sabala
Mass Regeneration	—	All targets	—	—	—	Regenerate all destroyed legs to full HP	Great Sea Beast Homo Sabara

■ Enemy Only

Skills	Attribute	Range	Power	Accuracy	CRT	Effect	Main enemies that use it
Life Stealing	—	Single target	—	—	—	Absorbs HP from Evil Dragon Eto and restores its own HP	Homo Margo (part of the Evil Dragon Eto)
Full Magic Transfer	—	Single target	—	—	—	After restoring the target from incapacitation to full HP, the caster dies	Rera
Hymn of Life	—	Single target	—	—	—	Sacrifices self to fully restore the target's HP	Montario Army Spearman
Nidia's Sacrifice	—	All targets	—	—	—	Greatly restores the HP of all allies and nullifies debuff effects	Laughing Face
Lusant's Quality	—	All targets	—	—	—	For 3 turns, slightly restores all allies' HP and increases attack, defense, accuracy, and evasion by 3 stages	Laughing Face
Howl	—	All targets	—	—	—	For 3 turns, increases the target's attack by 3 turns	Hound Hando
Arcane Might	—	Single target	—	—	—	For 3 turns, increases the target's attack by 3 stages	Armored Tank Engineer Lina
Reverse Scale	—	Single target	—	—	—	For 3 turns, increases the user's attack by 2 stages	Ice Sogne
Great Reverse Scale	—	Single target	—	—	—	For 3 turns, increases the user's attack by 3 stages	The One Who Devours Civilization
Breath of Battle	—	Single target	—	—	—	For 3 turns, increases the user's attack and defense by 3 stages	Saiokuro
Arcane Iron Wall	—	Single target	—	—	—	For 3 turns, increases the target's defense	Magic Soldier
Dance of Fish Oil	—	Single target	—	—	—	For 3 turns, increases the target's accuracy and evasion by 3 stages	Homo Fios
Arcane Full Enhancement	—	Single target	—	—	—	For 3 turns, increases the target's attack and defense, accuracy and evasion	Milo, the embodiment of beauty
Sure-Hit Stance	—	Single Target	—	—	—	Once per battle, attack accuracy becomes 100%	Leoglyph
Critical Hit of the Abandoned Road	—	Single Target	—	—	—	For 3 turns, increases the target's critical rate	Rudolf, the Lion of Lusant
King's Intimidation	—	Single Target	—	—	—	For 3 turns, decreases the target's attack and defense by 2 stages	Louis Diabalern (1st time)
Arcane Defense-Breaking Formation	—	All Targets	—	—	—	For 3 turns, decreases all allies' defense	Louis Army Mage Soldier
Arcane Slowness	—	Single target	—	—	—	For 3 turns, decreases the target's accuracy and evasion	Demolition Man Goddard
Arcane Slowness Formation	—	All targets	—	—	—	For 3 turns, decreases all allies' accuracy and evasion	Louis Army Mage Soldier
Sand Throw	—	All targets	—	—	—	For 3 turns, decreases the target's accuracy and evasion by 2 stages	Hyzame (1st time)
Roar	—	All targets	—	—	—	For 3 turns, decreases all allies' attack and defense, accuracy and evasion by 2 stages	Ma□ Corvo
Yujifu's Praise	—	All targets	—	—	—	For 3 turns, all allies' attack and defense, accuracy and evasion are decreased by 3 stages	Laughing Face
Magic physical reflection	—	Single target	—	—	—	Set up a barrier on the target that reflects slashing, piercing, and blunt damage once.	Maintenance Chief Shiba
Magic magical reflection	—	Single target	—	—	—	Set up a barrier on the target that reflects fire, ice, lightning, wind, light/dark, and attribute attacks once.	Montario Army Spearman
Crystal Wall	—	Single target	—	—	—	Set up a barrier on the target that nullifies one fire, ice, lightning, wind, light, or dark attack.	Ice Sogne
Magic enhancement removal	—	All targets	—	—	—	Negate all status enhancement effects.	Tank Mechanic Lina (Arena)
Magic total purge	—	All targets	—	—	—	Negate all status, reflection, and damage boost effects.	Montario Army Spearman
Charge Rampage	—	Single target	—	—	—	Negate the target's status, reflection, and damage boost effects.	Ferocious Beast Gupteros (Quest)
Magic spell reflection removal	—	Single target	—	—	—	Negate the target's magic reflection skill effects.	Mad Priest Hyperic
A world that culls the weak	—	All targets	—	—	—	The entire party will definitely become anxious if they are critically hit, have WEAK exploited, or have their attack evaded.	Angry Face
Whirling miasma	—	All targets	—	—	—	Fixes the party's maximum HP at 300, and the number of turns until status ailments naturally recover is always at the maximum.	One who has consumed the poison of the stars
Cry of the Soul	—	Single target	—	—	—	Increases Press Icons by 2	Orgas (Quest)
Soul's Scream	—	Single target	—	—	—	Increases Press Icons by 4	Geocyclops (Quest)
Great Dragon's Ultimate Scream	—	Single target	—	—	—	Increases Press Icons by 8	The One Who Devours Civilization
Supreme Dragon's Glare	—	Single target	—	—	—	Permanently increases Press Icons by 1	Crimson Dragon of the Apocalypse
High Pressure	—	Single target	—	—	—	Reduces the Press Icons for the next player turn	Ruin ∃Caladrius
Prayer of Transformation	—	Single target	—	—	—	Changes the user's resistances	Homo Margo
Clone Technique	—	Single target	—	—	—	A duplicate appears	Hayame (1st time)
Manipulating the Dead	—	Single target	—	—	—	Summons a subservient corpse	Zirba
Treasure Sword · Attribute Release	—	Single target	—	—	—	Changes the user's attack attribute	Louis Guiabern (Second Encounter)
Attack Form Shift	—	Single target	—	—	—	"Transition to attack form	Zorba Terror Form
Defense Form Shift	—	Single target	—	—	—	Transition to defense form	Zilba Terrified Form
Converging Anxiety	—	Single target	—	—	—	Transition to defense form and charge up the power of anxiety	Demon King Louis Caladrius
Overflowing Fear	—	Single target	—	—	—	Predation count increases by 1	Angry Face
Offering to the New World	—	Single target	—	—	—	Summon a sacrifice doll of the race	Angry Face
Foundation of Racial Unity	—	Single target	—	—	—	Declare the race that dies instantly as the "race to be eliminated"	Ruin -Caladrius
Archetype of the Seeker	—	Single target	—	—	—	Transform into Exploration Mode	One who devours the souls of all people
Warrior Archetype	—	Single target	—	—	—	Transform into Warrior Mode	One who devours the souls of all people
Knight Archetype	—	Single target	—	—	—	Transform into Knight Mode	One who devours the souls of all people
Thief Archetype	—	Single target	—	—	—	Transform into Thief Mode	One who devours the souls of all people
Mask Dancer Archetype	—	Single target	—	—	—	Transform into Masquerade Dancer Mode	One who devours the souls of all people
Berserker Archetype	—	Single target	—	—	—	Transform into Berserker Mode	One who devours the souls of all people
Summoner Archetype	—	Single target	—	—	—	Transform into Summoner Mode	One who devours the souls of all people
Monarch Archetype	—	Single target	—	—	—	Transform into Monarch Mode	One who devours the souls of all people
Subterranean Travel	—	Single target	—	—	—	Burrow underground	Great Sand Worm Homobtera
Aim Carefully	—	Single target	—	—	—	Aim.	Homo Jarzoh
Closed eyes	—	Single target	—	—	—	Aim.	Demon King's Servant Jalzoo

Archetype Skill Acquisition Quick Reference

Alphabet

Skills	Archetype	Learned
MP Gift	Trickster	Rank 5

A row

Skills	Archetype	Learned
Item Appraisal	Tycoon	Rank 5
Ultimate Guard	Royal Knight	Ginteze
Ultimate Light Wave	Kensei	Shinteze
Frenzied Slash	Berserk	Ginteze
	Destroyer	Ginteze
	Royal Berserker	Shinteze
Raging Thundercloud Dance	Persona Master	Initial
Darkness Unrivaled	Dark Knight	Gize
	Royal Knight	Gize
Assassination	Assassin	Rank 6
Dark Blade	Thief	Initial
Dark Night Sword: Hazy Moon	Ninja	Initial
Dark Night Sword · Shiden	Royal Thief	Rank 14
Dark Night Sword · Immovable	Ninja	Rank 6
	Royal Thief	Initial
Dark Night Sword · Ambush	Assassin	Initial
Frozen Step Dance	Masked Dancer	Synthesis
	Persona Master	Synthesis
	Royal Masked Dancer	Initial
Lightning Thrust	Dark Knight	Rank 20
	Royal Knight	Initial
Majestic Presence	Warlord	Rank 2
Winning Horse	Soul Hacker	Synthesis
Wind Breaker	Destroyer	Rank 3
War Cry Tackle	Berserker	Synthesis
	Destroyer	Synthesis
	Royal Berserker	Synthesis
Hero's Proof	Prince	Rank 2
Hero's Cry	Prince	Rank 13
Hero's First Slash	Prince	Initial
First Aid	Knight	Rank 5
Rampage	Berserk	Rank 20
All Guard	Royal Knight	Rank 3
All Counter	Royal Knight	Rank 15
All Reset	Dealer	Synthesis
	Tycoon	Synthesis
Battle Cry	Berserker	Rank 15

Ka row

Skills	Archetype	Learned
Curse Shot	Gunner	Rank 20
Critical Hit	Fighter	Rank 13
Critical Commerce	Tycoon	Rank 16
High Booster	Royal Berserk	Rank 15
Break Booster	Kung Fu Master	Rank 14
Break Evasion	Monk	Rank 10
Counter	Paladin	Rank 8
Gakande	Magician	Synthesis
Gakandeon	Elemental Master	Synthesis
Gakandera	Wizard	Synthesis
A world of difference	Summoner	Initial
	Devil Summoner	Initial
Those Who Live in the Shadows	Assassin	Rank 10
Grace of Blessing	Wizard	Rank 11
Gasiku	Seeker	Synthesis
Gasikuro	Seeker	Synthesis
	Magic Seeker	Synthesis
Garcyclone	Magic Seeker	Synthesis
Stacked Illusory Blade	Sword Master	Synthesis
	Samurai	Synthesis
	Royal Fighter	Synthesis

Ka row

Skills	Archetype	Learned
Fire Formation Technique	Commander	Rank 13
Wind-Reading Slash	Magic Seeker	Rank 9
Fire Escape Technique	Ninja	Ginteze
	Prince	Ginteze
Gabriser	Wizard	Ginteze
Gabrizaton	Elemental Master	Ginteze
Gabrizu	Magician	Shinteze
Gabuatto	Elemental Master	Shinteze
Gabotto	Magician	Gize
Gabotora	Wizard	Synthesis
Blessing of the Gods	Priest	Rank 13
Blessing of the Gods	Priest	Synthesis
	Messiah	Synthesis
Divine Thunder Fang	Dragner	Synthesis
Lightning Dodge	Assassin	Rank 15
Masked Dance	Masked Dancer	Rank 11
Vertical Slash	Fighter	Gize
	Swordmaster	Synthesis
Substitution Technique	Ninja	Rank 10
	Royal Thief	Initial
Perfect	Dark Knight	Rank 8
Kande	Magician	Rank 6
Candeon	Wizard	Gize
	Elemental Master	Rank 6
Kandera	Magician	Shinteze
	Wizard	Rank 6
Blazing Inferno Strategy	Commander	Gize
	General	Gize
	Warlord	Gize
Ki Light Wave	Monk	Shinteze
Knight's Declaration	Knight	Initial
	Magic Knight	Initial
Knight's Defense	Paladin	Rank 2
Demon God Summoning	Devil Summoner	Gize
	Royal Summoner	Initial
Fighting Spirit in Adversity	Kung Fu Master	Rank 10
Ox-Head Demon King Summoning	Summoner	Synthesis
Emergency Treatment	Paladin	Rank 13
Madness of Destruction	Berserk	Synthesis
	Destroyer	Synthesis
	Royal Berserker	Initial
Power Thrust	Kung Fu Master	Rank 6
Slash and Parry	Seeker	Rank 9
Pickpocket	Thief	Initial
	Assassin	Initial
	Ninja	[Initial
Spatial Killing Technique	Swordmaster	Gize
	Royal Fighter	Initial
Crazy Bullet	Gunner	Synthesis
	Sniper	Synthesis
	Dragoon	Synthesis
Black Dance	Masked Dancer	Synthesis
	Persona Master	Synthesis
	Prince	Synthesis
Immaculate Light	Prince	Rank 6
Diagonal Slash	Fighter	Initial
Noble Resolve	Knight	Rank 2
Sword Devotion	Samurai	Rank 13
	Royal Fighter	Initial
Inferno Vortex	Masked Dancer	Initial
Noble Knight's Soul	Royal Knight	Rank 20
Noble Berserker's Soul	Royal Berserker	Rank 20
Noble Summoner's Soul	Royal Summoner	Rank 20
Noble Warrior's Soul	Royal Fighter	Rank 20
Noble Thief's Soul	Royal Thief	Rank 20

■Ka row

Skills	Archetype	Learned
Soul of the Noble Dancer	Royal Masked Dancer	Rank 20
Attack Know-How	Samurai	Rank 6
Robbery	Royal Thief	Rank 2
Ice Strike	General	Rank 2
Ice Evasion	General	Rank 5
Golden Soldier	Tycoon	Synthesis
Gold Attack	Dealer	Initial
Cold Dragroa	Dragner	Synthesis
Gold Rush	Tycoon	Initial

■S

Skills	Archetype	Learned
Saiku	Seeker	Initial
Cyclose	Seeker	Rank 15
	Magic Seeker	Initial
Cyclone	Magic Seeker	Rank 15
Cyclone Slasher	Soul Hacker	Synthesis
Godslayer	Assassin	Synthesis
	Ninja	Gize
	Royal Thief	Synthesis
Samarecarm	Priest	Rank 20
Rapid Fire	Sniper	Initial
Thunder Break Axe	Destroyer	Initial
	Royal Berserker	Initial
斬 High Booster	Royal Fighter	Rank 10
斬 Booster	Fighter	Rank 20
斬 Insight	Swordmaster	Rank 3
Shield Arts	Knight	Rank 20
Support Recovery	Healer	Initial
	Priest	Initial
	Messiah	Initial
Morale Boost	Prince	Rank 9
Hell Thrust	Kensei	Rank 6
Knowledge of natural healing	Healer	Rank 20
Automatic Reflection	Knight	Initial
	Magic Knight	Initial
	Paladin	Initial
	Dark Knight	Initial
Dance of Death	Masked Dancer	Synthesis
	Persona Master	Synthesis
	Royal Masked Dancer	Synthesis
River of Ice at the Gate of Death	Devil Summoner	Synthesis
	Prince	Synthesis
Shining Crusher	Destroyer	Rank 16
Jump Guard Thrust	Paladin	Synthesis
	Dark Knight	Synthesis
Jump Thrust	Knight	Synthesis
Shooting Palette	Sniper	Synthesis
	Dragoon	Synthesis
End King Magic · Armageddon	Prince	Synthesis
Griffon King Summon	Summoner	Synthesis
Summon Griffin	Summoner	Initial
Instant Recovery	Dark Knight	Rank 18
	Royal Knight	Initial
Merchant Gathering	Dealer	Rank 5
Merchant's Collection	Dealer	Rank 20
Dance of Victory	Masked Dancer	Initial
	Persona Master	Initial
Recovery to Victory	Gunner	Initial
	Sniper	Initial
	Dragoon	Initial
Short Range Booster	Destroyer	Rank 20
Abyssal Cliff	Elemental Master	Synthesis
Mind's Eye	Ninja	Rank 20
	Royal Thief	Initial
Vacuum Wave	Soul Hackers	Initial
Crimson Flame Blossom	Masked Dancer	Rank 20
Divine Peerlessness	Paladin	Gize

■S

Skills	Archetype	Learned
Divine Unrivaled	Royal Knight	Synthesis
Quickness Prowess	Royal Thief	Rank 7
Emerald Whirlpool	Soul Hacker	Rank 20
Super Ki Wave	Kung Fu Master	Gize
Sky Thunderbolt	Wizard	Shinteze
	Elemental Master	Gize
Sukukaja	Gunner	Rank 5
Sukunda	Faker	Rank 5
Speed Prowess	Ninja	Rank 15
Sleep Shot	Gunner	Initial
Holy Knight's Iron Hammer	Paladin	Gize
Vow of the Holy Knight	Paladin	Initial
	Royal Knight	Initial
Miracle of the Holy Knight	Paladin	Rank 18
Justice Hammer	Knight	Synthesis
	Magic Knight	Synthesis
	Paladin	Synthesis
Direct Fist Thrust	Monk	Initial
Mental Focus	Samurai	Rank 10
	Royal Fighter	Initial
Life Drain	Thief	Rank 7
Training through Competition	Monk	Rank 3
Momentary Sudden Barrage	Sniper	Synthesis
Momentary Barrage	Gunner	Synthesis
Ultimate Battle Cry	Royal Berserker	Rank 3
A Once-in-a-Lifetime Strategy	Warlord	Gize
All Resistances	Prince	Rank 18
Combat Specialization	Berserk	Initial
	Destroyer	Initial

■Ta row

Skills	Archetype	Learned
Great Vitality Recovery	Paladin	Rank 20
Great Strike	Destroyer	Initial
Great Slash	Samurai	Initial
Great Healing Boost	Samurai	Rank 18
Big Charge	Magic Knight	Rank 9
	Dark Knight	Initial
Fountain of Vitality	Monk	Rank 20
Vitality Vessel	Destroyer	Rank 11
	Royal Berserker	Initial
Battle Breathing	Monk	Rank 14
Smash	Berserk	Rank 6
Slam	Berserk	Initial
Master's Insight	Kung Fu Master	Rank 20
Tarukaja	Seeker	Rank 4
	Magic Seeker	Initial
Tarunda	Faker	Rank 3
Rending Rock Peerless Sky-Splitting Slash	Fighter	Gize
	Swordmaster	Gize
	Samurai	Gize
	Royal Fighter	Shinteze
Wind of Exploration	Soul Hacker	Rank 2
Trial of Seeking	Soul Hacker	Gize
Flame of Seeking	Soul Hacker	Rank 11
Charge	Berserker	Rank 2
	Royal Berserker	Initial
Headlong Charge	Fighter	Initial
	Swordmaster	Initial
	Samurai	Initial
Follow-up Support	Seeker	Initial
	Magic Seeker	Initial
	Soul Hackers	Initial
Dia	Seeker	Initial
Diarama	Magic Seeker	Rank 4
Diarahan	Soul Hackers	Rank 4
Dekaja	Faker	Rank 13
Dekunda	Healer	Rank 13

Go Again

Skills	Archetype	Learned
Death Spirit Baby	Warlock	Synthesis
Thorough Destruction	Royal Berserk	Rank 10
Deadly Eraser	Destroyer	Ginteze
	Royal Berserk	Ginteze
Unbreakable Bond	Knight	Rank 9
Tetrakarn	Magic Knight	Rank 20
Tetra Break	Seeker	Rank 20
	Seeker	Ginteze
	Magic Seeker	Synthesis
	Soul Hackers	Synthesis
Divine punishment	Messiah	Syntheze
Jester's Prank	Faker	Initial
	Trickster	Initial
Sense of kinship	Berserk	Rank 10
Lizardman Summon	Summoner	Synthesis
Rage Carriage Technique	Ninja	Rank 3
Charge Signal	Commander	Synthesis
	General	Syntheze
Strike Hi-Booster	Royal Knight	Rank 10
Pierce Booster	Dark Knight	Rank 13
Insight	Sniper	Rank 5
Drag Ray	Dragooner	Synthesis
Dragroa	Dragooner	Syntheze

Na row

Skills	Archetype	Learned
Standing Firm	Samurai	Rank 20
Steal	Thief	Rank 2
	Assassin	Initial
	Ninja	Initial
Crushing Blow	Monk	Rank 6
Cursed Words	Assassin	Rank 3

Ha row

Skills	Archetype	Learned
Harvest	Sniper	Rank 10
High Jump Thrust	Magic Knight	Synthesis
Hyper	Warlock	Rank 6
High Voltage	Kung Fu Master	Rank 3
Supreme King's Battle Formation	Warlord	Synthesis
Summon the God of Destruction	Devil Summoner	Gintese
	Royal Summoner	Synthesis
Formation of Valiance	Commander	Rank 9
	Warlord	Initial
Anti-Reflect Formation	Commander	Rank 20
Crushing Shot	Sniper	Rank 20
Light of Purification	Messiah	Rank 13
Hasso Tobi	Royal Fighter	Rank 16
Back Booster	Warlord	Rank 9
Patra	Healer	Rank 5
Patrikam	Messiah	Rank 20
Hamaon	Priest	Initial
Hamadain	Messiah	Initial
Purifying Light Dance	Persona Master	Rank 10
Upset	Monk	Initial
	Kung Fu Master	Initial
	Kensai	Initial
Almighty Booster	Tycoon	Rank 20
Hammer	Healer	Initial
Heat Up	Fighter	Rank 3
Heat Riser	Magic Seeker	Synthesis
	Soul Hackers	Rank 15
Light Dodge	Healer	Rank 9
Secret Sword: Scarlet Moon Slash	Samurai	Synthesis
	Royal Fighter	Synthesis
Shielding Formation	General	Rank 9
	Warlord	Initial
Shielding Recovery Formation	General	Shinteze

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Skills	Archetype	Learned
Sanctuary Healing Circle	Warlord	Synthesis
Vitalja	Magic Seeker	Rank 20
Bidalda	Trickster	Initial
Surprise Box	Trickster	Rank 8
Battle-Tested	Kensai	Rank 20
Scheme of the Ice Castle	General	Rank 20
Ice Escape Technique	Ninja	Synthesis
Ice Wolf Assault Tactic	General	Gize
	Warlord	Gize
Phantom Tracer	Thief	Synthesis
	Assassin	Syntheze
	Royal Thief	Synthesis
Wind Blade	Samurai	Shinteze
	Prince	Shinteze
Feathered Dragoon	Dragooner	Initial
Fortune Slot	Dealer	Gize
	Tycoon	Gize
The Whirlwind of Verdant Dance	Persona Master	Rank 4
Weapon Mastery	Sword Master	Rank 20
	Royal Fighter	Initial
Unyielding Blood	Kensei	Rank 15
Summon the Undying King	Summoner	Synthesis
	Royal Summoner	Initial
Immovable Heart	Dragoon	Rank 20
Free Juggling	Faker	Synthesis
	Trickster	Jintese
Blizzer	Magician	Jintese
	Wizard	Rank 2
Prizaton	Wizard	Synthesis
	Elemental Master	Rank 2
Blizz	Magician	Rank 2
Blue Feather Dragoon Dragner		Rank 10
Brave Zapper	Royal Fighter	Rank 2
Protect Guard	Knight	Shinteze
	Magic Knight	Shinteze
	Paladin	Rank 4
Front Booster	Warlord	Rank 13
Clone Ninja Art: Crimson Rain	Ninja	Synthesis
	Royal Thief	Synthesis
Penpatra	Messiah	Rank 5
Boatna	Wizard	Gize
	Elemental Master	Initial
Poison Shot	Gunner	Rank 3
Basics of Defense	Knight	Rank 12
Adventurer's Curiosity	Seeker	Gize
	Magic Seeker	Shinteze
	Soul Hackers	Rank 7
Summon the God of Harvest	Royal Summoner	Rank 8
Frenzied Pierce	Berserk	Gize
	Destroyer	Shinteze
	Prince	Synthesis
Horse Attack	Seeker	Gintese
Horse Strike	Magic Seeker	Gize
Bodhisattva Palm	Kensai	Synthesis
Bot	Magician	Initial
Bottler	Magician	Gize
	Wizard	Initial
Flame Strike	Commander	Rank 5
Fire Dodge	Dealer	Rank 9
"Crushing Fist	Kung Fu Master	Initial

M

Skills	Archetype	Learned
Secret Art of the Dance	Masked Dancer	Rank 5
Demon King Summon	Devil Summoner	Synthesis
	Royal Summoner	Synthesis
Demon God Summoning	Devil Summoner	Gize
	Royal Summoner	Initial

■ M

Skills	Archetype	Learned
Makarakarn	Faker	Rank 20
Makara Break	Wizard Synthesis	
	Elemental Master	Synthesis
	Warlock Rank 2	
Magical Injection	Healer	Synthesis
	Priest	Synthesis
	Messiah	Synthesis
Magic Guard	Knight	Synthesis
	Magic Knight	Synthesis
	Paladin	Synthesis
Magic Counter	Dark Knight	Rank 2
Magic Circle	Magician	Rank 20
Magic High Booster	Royal Masked Dancer	Rank 10
Magic Booster	Elemental Master	Rank 20
Magic Link	Elemental Master	Rank 12
Masquerade Charge	Persona Master	Synthesis
	Royal Masked Dancer Synthesis	
Money Power	Tycoon Synthesis	
Magic Recovery	Magician	Initial
	Wizard	Initial
	Elemental Master	Initial
	Warlock	Initial
Maha Sukukaja	Gunner	Gize
	Warlord	Rank 5
Maha Sukunda	Faker	Synthesis
Mahatarukaja	Seeker	Synthesis
	General	Initial
Matarunda	Faker	Synthesis
Mahamud	Thief	Synthesis
Mahamudon	Thief	Synthesis
Mahamudyne	Warlock	Synthesis
Marakukaja	Magic Knight	Synthesis
	Commander	Initial
Mahrakunda	Faker	Synthesis
Mahama	Healer	Synthesis
Mahamahon	Priest	Synthesis
Mahanmadaine	Messiah	Synthesis
Hammer of the Magic Knight	Magic Knight	Synthesis
	Paladin	Synthesis
Magic Fusion	Wizard	Rank 20
Spring of Magic Power	Magician	Rank 11
Vessel of Magic Power	Warlock	Rank 20
Mana Theft	Thief	Rank 11
Insight	Faker	Initial
	Trickster	Initial
Mincing Slash	Fighter	Rank 8
Volley Fire	Sniper	Rank 3
	Dragoon	Initial
Miracle Circus Show	Trickster	Synthesis
Illusion	Assassin	Rank 20
	Royal Thief	Initial
Mudoo	Thief	Rank 4
Mudoon	Thief	Rank 20
Mudain	Warlock	Initial
Underworld Tree	Warlock	Gize
Clear Mind, Still Water	Kensei	Rank 10
Meditation	Kensei	Rank 3
Accuracy Support	Gunner	Rank 10
Megido	Commander	Synthesis
	General	Rank 13
Megidora	General	Synthesis
	Warlord	Rank 20
	Warlord	Synthesis
Megidolaon	Warlord	Synthesis
Blossom of Annihilation Flame	Persona Master	Rank 20
	Royal Masked Dancer	Initial
Medi	Healer	Rank 3
Medica	Healer	Gize

Ma row

Skills	Archetype	Acquired
Medica	Priest	Rank 3
Medical	Priest	Synthesis
	Messiah	Rank 3
Medi Line	Magic Knight	Rank 5
Meteor Fall	Magician	Shinteze
	Elemental Master	Gize
Fierce Tiger Explosive Fist	Kung Fu Master	Synthesis
Fierce Charge	Dark Knight	Rank 4
	Royal Knight	Initial
Dance of the Blazing Hellfire	Masked Dancer	Synthesis
	Persona Master	Synthesis
	Royal Masked Dancer	Initial

■ Ya row

Skills	Archetype	Learned
Summon Night Butterfly	Summoner	Initial
Dark Knight's Iron Hammer	Dark Knight	Synthesis
	Prince	Synthesis
Insight	Magic Knight	Rank 12
Fairy Summon	Devil Summoner	Initial
Fairy Summoning · Revised	Royal Summoner	Rank 2

■ Ra row

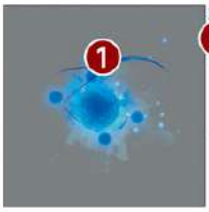
Skills	Archetype	Acquired
Lightning Burst Fist	Kensei	Zentheze
Lightning	Samurai	Rank 2
Ride On Blade	Seeker	Zentheze
Ride Soul Blade	Soul Hackers	Synthesis
Ride Heat Blade	Magic Seeker	Synthesis
Line Guard	Paladin	Synthesis
Round Sword	Fighter	Synthesis
	Swordmaster	Initial
Rakukaja	Magic Knight	Initial
Rakunda	Faker	Rank 8
Spiral Chain	Kensei	Initial
Lucky Item	Dealer	Rank 2
	Tycoon	Initial
Lucky Slash	Trickster	Rank 20
Lucky Rare Item	Tycoon	Rank 11
Randomizer	Faker	Synthesis
	Trickster	Rank 13
	Trickster	Synthesis
Recarm	Priest	Rank 5
Return Magic	Warlock	Rank 12
Ridine	Priest	Rank 9
Rebellion	Commander	Rank 2
Revenger	Destroyer	Rank 6
Dragon God Summon	Summoner	Synthesis
	Royal Summoner	Initial
Dragon God Summoning - Revised	Royal Summoner	Rank 16
Meteoric Burst Fist	Monk	Synthesis
Raging Edge	Swordmaster	Rank 12
Raise Slash	Sword Master	Rank 8
Red Feather Dragoon	Dragner	Rank 5
Alchemy	Dealer	Initial
	Tycoon	Initial
Cooperation Enhancement	Commander	Initial
	General	Initial
	Warlord	Initial
Coordinated Pursuit Attack	Prince	Initial
Royal Slash	Prince	Rank 20
Royal Sword	Prince	Gize
Lost Resist	Warlock	Shinteze
Long Range Booster	Dragner	Rank 17

Enemy Data

This section contains information on the enemies appearing in this title. If you know the elemental affinities, you can make battles easier, so be sure to check it before fighting powerful foes.

・How to read Enemy Data

Normal enemies (p. 431~) / Rival candidates (p. 459~) / Bosses (p. 462~) / High difficulty (p. 471)



LV. 2 10 精霊 3 Azure Elementa ④ HP 5 1000 Attack Attribute 6 Ice

Attribute Affinity 7 斬 突 壊 Fire Ice Lightning Wind Light Dark — — — Weak Resist — — — —

A-EXP 100 10 AND 11 500 EXP 9 10 Money 500 12

Main Skills 8 —

Drop Item 13 Normal Chipped Ice Crystal Rare Onyx

Main Spawn Locations 14 Regalis Cathedral, Tradia Desert, Bega Corridor

1 Graphics: Enemy graphics

②LV: Enemy Level

③ Species Enemy Species

④ Name: The enemy's name. Basically, normal enemies and opposing candidates are listed in gojūon order, while bosses and high-difficulty enemies are listed in order from the lowest level. If the names are the same but stats and other details differ, they are distinguished by adding labels such as (event battle). In addition, enemies classified as normal enemies that are targets for bounties or quests are listed with (bounty target) or (quest) appended.

5 HP: The enemy's maximum HP value

⑥ Attack Attribute: The attribute of the enemy's normal attacks Attribute

7 Affinities: Affinities for each attribute. See the explanation of the icon below for the meaning of the icons

8 Main Skills: The main skills used by the enemy. Same na

If there are skills with different performance under the same name, they are distinguished by adding numbers such as (1) and so on. Refer to the skill data (P.413) for skill performance.

⑨ EXP: The base amount of experience points obtained when defeating an enemy. The amount of experience points gained increases or decreases depending on the level difference from the player. For details, see Battle Results (P.100) ⑩ A-EXP: The base amount of archetype experience points obtained when defeating an enemy. The amount of archetype experience points gained increases or decreases depending on the level difference from the player. For details, see Battle Results (P.100)

1 MAG: The amount of MAG obtained when defeating an enemy 1 Money: The amount of money obtained when defeating an enemy 13 Drop Items: Items that may drop when defeating an enemy

14 Main Appearance Locations: Main locations where enemies appear

Explanation of icons

Weak, Resist, Null, Reflect, Absorb

55 ・・・・・・Weakness. Damage dealt increases

ing ----- ・Resistance. Damage dealt decreases

・・・・・・Null. Negates damage

Reflect ・・・・・Reflect. Reflects attacks and deals damage to the opponent

Absorb ・・・・・Absorb. Absorbs attacks and restores HP

1 GAME SYSTEM 2 PARTY & FOLLOWER 3 STORY GUIDE 4 FIELD MAP 5 DATA FILE

Data Analysis

Enemy Data

Metaphor: ReFantasia OFFICIAL PERFECT GUIDE

ENEMY DATA

Normal Enemy

LV. Spirit
10 Blue Elementa

Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark A-EXP 100
Affinity — — — Weak/Resist — — —

Main Skills —

HP 1000 | Attack Attribute Ice
EXP 10 | MAG 500
Money 500
Drop Item Normal Shattered Ice Crystal
Rare Onyx
Main Appearances Regalis Cathedral, Tradia Desert, Be Rega Corridor

LV. Plant
58 Arent - Temperate Species

Attributes Slash Piercing Fire Ice Thunder Wind Light Dark
Affinity -|-| Weak Resist Resist Resist Absorb Resist

Main attacks: Numbing Pollen, Large Pollen Attack, Smash, Hamadin, Mahan
Skills: Madain, Ridine

HP 3500 | Attack Attribute Destruction
EXP 199 | A-EXP 60
MAG 334
Money 222
Drop: Common White Mask of Temperance
Item: Rare Sacred Bell of Great Healing
Main Appearances Mansion of the Celestial People

LV. Plants
38 Arendt · Tropical Species

Attributes Slash Pierce Strike Fire Ice Electric Wind Light Dark
Affinity - | - | -3 Resist Resist Resist Resist Resist

Main: Cyclone, Gacyclone, Ridine, pollen attack, smack
Skills equipped

HP 2500 | Attack Attribute | Break
EXP 129 | MAG 256
A–EXP 40 | Money 142
Drop Common Temperance White Mask
Item Rare Hero's Incense
Main Appearances Dragon-Blessed Capital

LV. Plants
38 Arendt · Demon-Leaf Tree Species

Attributes Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 40
Affinity Resist Resist Resist Null — — Weak Weak —

Main Skills Abyss Drop, Smash to Pieces, Cursed Strike, Impure Powder, Charge

HP 2500 | "Attack Attributes Break
EXP 135 | MAG 73
Money 208
Drop Common Nobiru Bark
Item Rare Heavy Wisteria Bow
Main Appearances Dragon-Blessed Capital

LV. Plants
50 Arent · Cold-Region Species

Attribute Slash Pierce 壊 Fire Ice Lightning Wind Light Dark A-EXP 30
Affinity - | — Weak Reflect Resist Resist Resist Resist

Main Skills Great Pollen Attack, Freezing Mist, Blizzaton, Hyper, Slam

HP 3000 | Attack attribute Break
EXP 145 | MAG 185
Money 261
Drop Common Yuki-onna's Breath
Item Rare Crystal Bow
Main Appearances Permafrost Forest

LV. Mimetic creature
29 Valmo, Lord of Rock Bugs (Bounty Target)

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 150
Affinity Resist Resist Resist Null Weak — — — —

Main Skills Sandstorm(1), Numbing Fang, Crushing Bite, Strong Acid Digestive Fluid, Flame Breath

HP 1800 | Attack Attribute Blunt
EXP 500 | MAG 320
Money 270
Drop Normal Sand Worm Meat
Item Rare Damascus Helm
Main Appearances Man-Eating Cave

LV. Mimicry Creature
22 Rock Larva Valmo

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 20
Affinity Resist Resist Resist — 55 — — — —

Main Sandstorm (1) Corroded Saliva, Strong Acid Digestive Fluid, Numbing Fangs, Bite
Skill Crush

HP 350 | Attack Attribute | Break
EXP 33 | MAG 50
Money 47
Drops: Normal Sandworm Meat
Item Rare —
Main Appearances Man-Eating Cave

LV. Demonic Insect
19 Vesp
HP 398 | Attack Attributes | Pierce
Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinities - Weak - - Null Weak - —
EXP 31 MAG 41
A-EXP 20 Money 43
Drop Common Poison Needle
Item Rare —
Main: unpleasant buzzing, poison stinger, needle attack, lightning thrust, Mahasukukaja
Skill Ja
Main | Goblin Den, Grasia Jungle, Dragon Palace Temple,
Appearance Locations: Dragon Celebration Capital, Tower of Blind Faith

LV. Demonic Insect
38 Vesp (Arena)
HP 1578 "Attack Attribute | Pierce
Attributes: Slash, Pierce, Bash, Fire, Ice, Lightning, Wind, Light, Dark
Affinity — 55 — — — 無 — — —
EXP 1200 MAG 2000
A-EXP 300 Money 3750
Drop: Normal —
Items: Rare —
Main Skills Poison Needle, Flame Needle, Curse Needle, Strong Needle Attack
Main Appearance Locations Arena (Bronze Rank 1)

LV. Ningen
88 Golden Homo・Tenta
HP 6666 "Attack Attributes Pierce
Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark
Affinity Weak Weak Weak - -|-|-|-| —
EXP 1500 A-EXP 1000 MAG 500 Money 10000
Drop Common Asher's Mirror
Item Rare Vitality Incense
Main Skills Smash to pieces, Rampage, Gaboatt, Gakandeon, Mahan Madain, Diamahan, Breath of Battle, Instant Recovery, Soul Shout
Main Appearances Tyrant Star

LV. Ningen
40 Golden Homo・Tenta
HP 500 | Attack Attributes | Pierce
Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity 耐 耐 Res Res Res Res Res Res Res
EXP 77 A-EXP 40 MAG 80 Money 2000
Drop Common Emperor's White Mask
Item Rare Golden Gauntlets
Main Skills Hahurashi, Fierce Charge, Gakandera, Kandeon, Mahan Maon, Hamadain
Main Appearances Tatsushuku City, Fear King Star

LV. Ningen
45 Golden Homo-Tenta (Arena)
HP 800 | Attack Attribute | Pierce
Attribute Slash/Pierce Smash Fire/Ice/Lightning Wind/Light/Dark A-EXP 0
Affinity 耐 耐 ResResResResResResRes
EXP 0 MAG 0 Money 0
Drop Normal —
Item Rare —
Main Skills Candeon, Hamadaine, Tooth Raiser
Main Appearances Arena (Silver 3rd Class)

LV. Plant
41 Ostflo
HP 988 Attack Attribute Break
Attribute Slash/Pierce/Smash Fire/Ice/Lightning Wind/Light/Dark A-EXP 40
Affinity - | - | - | 弱 Res — 55 Drain
EXP 125 MAG 101 Money 78
Drop Common Fairy Flower Nectar
Item Rare Forget-me-not Sachet
Main: Pollen Attack, Cursed Mist, Cursed Fang, Mudodyne, Maha
Skill Mudodyne
Main Appearances Mansion of the Celestials, City of Dragon Blessings

LV. Beast
64 Obsilhas
HP 1300 | Attack Attribute | Strike
Attributes: slash, pierce, blunt, fire, ice, 雷 Wind Light, dark, A-EXP 50
Affinity | - | - | - | Weak — — Endurance
EXP 170 MAG 322 Money 197
Drops Normal: Salamander Breath
Item Rare | Blunt Hammer
Main Skills: Howl, Rend, Flame Claw, Frenzied Claw, Gaboatt
Main Appearances: Tower of Malice, Tower of Blind Faith, Tower of Arrogance, of Heaven Giant Face, Terror King Star

LV. Giant
38 Orgas (Quest)
HP 6000 | Attack Attribute Slash
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 600
Affinity Resistance Resistance Resistance — — — — — Weak
EXP 2000 BE 1000 Money 1300
Drop Normal: Gōk no Shiromen
Item Rare: Oni no Te
Main moves: roar, skull-crushing drop, slam, smash, and shriek
Skill: angry shout, Charge, Heat Riser, cry of the soul
Main Appearances Tower of Malice

LV. Giant
36 Orgo
Slash Thrust Fire Ice Lightning Wind Light Dark A-EXP 250

Attribute Affinity 6 | 3 | - | - | - | - | - | 3

Main Skills: Slamming, Smash, Skull Drop, Abyss Drop, Battle Cry, Deafening Roar, Charge, Heat Riser, Charged Rampage

HP 4500
Attack Attribute Slash
EXP 250 MAG 550
Money 241
Drop Normal Mask of Fortitude
Item Rare Oni-Hand Gauntlets
Main Appearances Tower of Malice

LV. Giant
45 Orgo (Arena)
Attribute Affinity Slash Pierce Strike Fire Ice Lightning Light Dark A-EXP 100
-- — — — — — —

Main Skills —

HP 1200
|Attack Attribute| Slash
EXP 200 MAG 503
Money 189
Drops Common —
Rare Item —
Main Appearances Arena (Silver Rank 2)

LV. Giant
263 Oldemos (bounty target)
Attribute 相性 Slash Pierce 壊 Fire Ice Lightning Wind Light Dark
耐 耐 耐 — — Reflect — — Weak

Main Skills: Battle Cry, Kandeon, Flame Strike, Abyss Drop, Smash, Deafening Roar, Charge, Soul Cry, Lightning Hyboo Sta, Charge Rampage

HP 8500
|Attack Attribute| Slash
EXP 3600 MAG 3500
A-EXP 500 Money 5000
Drops Common Outlaw Ticket
Item Rare Flame Axe
Main Appearances Abandoned Road

LV. Undead
31 Kadabrich
Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark
Affinity reversal Reversal Reversal — — — — Weak —

Main Skills: Cursed incantation, Mudoon, Mahamudoon, Life Steal

HP 2500
|Attack Attribute| Break
EXP 180 BE 500
A-EXP 350 Money 88
Drop Normal Necrostone
Item Rare Thunder Priest's Staff
Main Appearances Abandoned Tomb

LV.4 Undead
25 Kadaburitch (Quest)
Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 58650

Attribute Affinity Rep Rep Rep - - | - | - 5 —

Main Skills: Curse incantations, Mudoon, Mahamudo, Life Steal

HP 2000
Attack Attribute Break
MAG 750
Money 900
Drop Normal Blood Tears Staff
Item Rare Sage's Earrings
Main Appearances Underground Ossuary

LV. Plant
29 Kanibafro
Attribute Affinity Slash Pierce Bash Fire Ice Lightning Wind Light Dark A-EXP 30
- — 55 Null Resist — — —

Main Skills: Pollen Attack, Numbing Pollen, Saikuro, Gasaikuro

HP 642
Attack attribute Break
EXP 58 MAG 81
Money 61
Drop Common Fairy Flower Nectar
Item Rare Aroma Resin
Main Spawn Locations Gracia Jungle, Heavenly People's Mansion, Dragon Palace Temple

LV. Subhuman
23 Capzard
Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity - | - | Resist Null Weak — — Weak

Main Skills: Charge, Hell Thrust Ice Strike, Ice Breath

HP 500
|Attack Attribute] Pierce
EXP 66 MAG 52
A-EXP 40 Money 52
Drop Normal Medicine
Item Rare Damascus Lance
Main Appearances Criante Castle

LV. Subhuman
36 Kapuzard Sandro
Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Dark A-EXP 50
Affinity - | - — Resist Null Repel Weak — Weak

Main Skills: Hyper, Lightning Thrust, Candeon, Gacandeon

HP 832
|Attack Attribute| Pierce
EXP 143 MAG 100
Money 126
Drops Normal Star White Mask
Item Rare Armor Piercer
Main Appearances Circle Sign

LV. 65 Kaplazard
Subhuman

HP 1373 | Attack Attribute | 突

EXP 221 | MAG 399
A-EXP 80 | Money 232

Attribute Affinity: Slash Pierce Bash Fire Ice Lightning Wind Light Dark
| - | - | - | None | Weak | — | — | Resist | Weak

Drop Item: Normal White Mask of Fortitude; Rare Holy Lance

Main Skill: Hyper, Lightning Thrust, Hell Thrust, Hama Dine, Maha Hama Dine

Main Appearances: Giant Face of Heaven

LV. 23 Gangafro
Plant

HP 450 | Attack Attribute | Break

EXP 44 | MAG 72
A-EXP 30 | Money 40

Attribute Affinity: Slash Pierce Strike Fire Ice Lightning
*81 | — | Weak | Null | Resist | — | — | —

Drop Normal Fairy Flower Nectar; Rare Item Garlic Scent Pouch

Main Skills: Pollen Attack, Paralysis Pollen, Candela, Blizzard, Crunch

Main Appearances: Cannibal Cave, Mansion of the Heavenly People

LV. 351 Gangafro (Arena)
Plant

HP 250 | Attack Attribute | Break

EXP 25 | MAG 22
A-EXP 20 | Money 17

Attribute Affinity: 斬 突 壊 Fire Ice Thunder Wind Light Dark
— | — | — | — | — | — | — | — | —

Drop: Normal —
Items: Rare —

Main Skills: —

Main Appearance Locations: Arena (Bronze Class 2)

LV. 45 Rock Manjura
Beast

HP 4500 | Attack Attribute | Slash

EXP 346 | MAG 464
A-EXP 180 | Money 1160

Attributes: Slash, Pierce, Blunt, Fire, Ice, Lightning, Wind, Light, Dark
Affinity Weak 耐 耐 | | | | - | - | - | - | -

Drop Normal Armored Tank White Mask
Item Rare Stone Lion Breastplate

Main: Strong Needle Attack, Ice Needle, Lightning Thrust, Ice Breath, Thunder Breath, Roar
Skills: Pierce Hi-Booster

Main Appearances: Dragon-Blessed Capital

LV. 33 Rock Manjura (Arena)
Demon Beast

HIP 2500 | Attack Type | Slash

EXP 1000 | MAG 1000
A-EXP 200 | Money 1250

Attribute Affinity: Slash Pierce 壊 Fire Ice Lightning Wind Light Dark
耐 Weaknesses None - | - | - | — | —

Drop Normal —
Item Rare —

Main strong needle attacks, Lightning Thrust, Flame Needle, Poison Needle, Lightning Breath, Flame Breath,
Skills Roar, Stagnant Stench

Main Appearances: Arena (Certification Match)

LV. 22 Parasitic Worm Valmo
Mimetic creature

HP 2200 | Attack Attributes | Break

EXP 850 | MAG 250
A-EXP 220 | Money 850

Attribute Affinity: Slash Pierce Smash Fire Ice Lightning Wind Light Dark
| - | - | - | — | Absorb | Weak | — | — | —

Drops: Normal Sandworm Meat
Item Rare —

Main: Flame Fang, Crunch, Bite, Strong Acid Digestive Fluid, Energy
Skill Steal, Soul Cry

Main Appearances: Inside the Belly of the Great Sand Worm

LV. 25 Noble Skelet Sword
Undead

HP 465 | Attack Attribute | Slash

EXP 32 | MAG 34
A-EXP 20 | Money 54

Attribute Affinity: Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Resist | Resist | Weak | — | — | None | — | — | Weak

Drop Normal Medicine
Item Rare Damascus Dagger

Main Skills: Mijin Slash, Round Sword, Cyclo, Makarakunda

Main Appearances: Abandoned Grave, Tower of Blind Faith

LV. 25 Noble Skeleton・Spear
Undead

HP 442 | Attack Attribute: Pierce

EXP 34 | BE 30
A-EXP 20 | Money 50

Attribute Affinity: Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Endurance | Endurance | — | — | None | — | — | Weak

Drops: Normal Gold Cutlery
Item: Rare Tornado Bottle

Main Skills: Great Slash, Cyclo, Gas Cyclo, Hyper

Main Appearances: Abandoned Grave, Tower of Blind Faith

LV. Undead
※25 Noble Skeleton·Bow
HP 403 | Attack Attribute | 壊

Attribu Slas Pie e St ke Fi e Ice Ligh ing Wind ght Dark A-EXP 20
Affinity Resistance Resistance W — — — None — — Weak

EXP 30 | MAG 31 | Money 59

Main Skills: Crushing Shot, Samedare Shot, Cyclo

Drop Common Healing Medicine
Item Rare Damascus Bow

Main Appearances: Abandoned Tomb

LV. Beast
28 Kimenza
HP2200 | "Attack Attributes | Break

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 150
Affinity - | - | | Res — None Weak — — —

EXP 320 | MAG 400 | Money 138

Main: Candera, Gacande, Dekunda, Skull Slam, Rending
Skills: Flame Claw, Flame Breath

Drop: Common, Holy Water Dew
Item: Rare, Beast-patterned Dagger

Main Appearances: Criante Castle, Man-Eating Cave

LV Demon Beast
34 Kimenza (Quest)
HP 3000 | Attack Attribu | Destruction

Attribute Slash/Strike/Fire Ice Lightning/Wind/Light/Dark A-EXPO
Affinity - | - | | - Resist/Null Weak | — —

EXP 0 | MAG 0 | Money 0

Main: Diamaham, Gacande, Candera, Skull Slam, Flame
Skills: Claw, Flame Breath, Rending

Drop Normal —
Item Rare —

Main Appearances: Tomb of Lamentation

LV. Soft-bodied Creatures
20 Bloodsucking Gelatenos
HP 355 | Attack Attribute | Break

Attribute Slash Pi 壊 re Ice Lightning Wind Light Dark A-EXP 20
Affinity None None None Absorb Weak Weak — — —

EXP 29 | MAG 74 | Money 43.

Main: Strong Acidic Digestive Fluid, Boiling Bodily Fluid, Burning Mist, Bottler,
Skill: Life Steal

Drops: Regular Strong Dissolving Fluid
Item: Rare Lava Crystal

Main Appearances: Inside the belly of the Great Sandworm, the Man-Eating Cave, Mountain

LV. Giant Bird
57 Mad Bird Corvosta
HP 1092 | Attack Attribute | Pierce

Slash, Pierce, Fire, Ice, Lightning, Wind, Light, Dark A-EXP 50
Attribute Affinity — |3|-|-|-| Reflect — — — —

EXP 119 | MAG 205 | Money 152

Main: Fierce Charge, Hell Thrust, Cyclone, Ga Cyclone, Mahas
Skill Wonda

Drop Normal Wind Fairy's Breath
Item Rare —

Main: Heavenly People's Mansion, Tower of Blind Faith, Giant Face of Heaven, fear
Appearance location: King Star

LV. 怪鳥
¥44 Mad Bird Corvo
HP 846 | Attack Attribute | Pierce

Attribute Slash Pierce Strike Fire Ice Wind Light Dark
Affinity — 3-- 【None — — — — —

EXP 96 | MAG 97
A–EXP 40 | Money 118

Main Great Charge, Hell Thrust, Mudodyne, Mahmudodyne, Cursed
Skills Breath, Roar

Drop Common Corpse Stone
Item Rare —

Main Appearances: Tower of Blind Faith

LV. Beast
9 Terror Dog Hand
HP 170 | Attack Attribute Blunt

Attributes 斬 突 壊 Fire Ice Lightning Wind Light Dark A-EXP 20
Affinity -|-| Weak Weak — — — — —

EXP 9 | MAG 9 | Money 11

Main
Skills: Howl, Scratch (1) Flame Claw

Drop Common Coarse Fur
Item Rare Fire-Breathing Fang

Main Appearances: Belega Corridor

LV. Beast
70 Fiend Beast Kimenzaan
HP 6000 | Attack Attributes | Break

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 180
Affinity -|-| Absorb Weak Null 弱 — —

EXP 500 | MAG 900 | Money 750

Main: Boatto, Gaboatto, Megidola, Rend, Flame Claw,
Skills: Abyss Drop, Battle Breath, Battle Cry

Drop Common White Mask of Temperance
Item Rare Fire God's Flame Bow

Main Appearances: Heavenly Giant Face, King-Star

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Data Analysis

Enemy Data Normal Enemies

LV. Beast

70 Ferocious Beast Kimenzaan (Event Battle)

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	—	Absorb	Weak	Null	Weak	- -	—

Main battle breath: Roar, Flame Claw, Abyss Drop, Tear Apart,
Skills Gaboat, Boatna, Megidola, Diamahan

HP 10000 Attack Attribute Break

EXP	3500	MAG	7000
A-EXP	500	Money	5000

Drop: Normal Inferno Rod
Item: Rare Demonic Fragrance

Main Appearances: Giant Face of Heaven

LV. Giant

22 Fierce Beast Guptaros (Quest)

Attribute	Slash	Pierce	Fire	Ice	Lightning	Wind	Light	Dark	
Affinity	—	55	—	Weakness re	-	-	-		—

Main Charge, Rampage, Smash, Heavy Strike, Charge, Char
Skill: Rampage

HP 2500 | Attack Attribute | Slash

EXP	550	MAG	320
A-EXP	200	Money	1200

Drops Normal Falchion
Item Rare Bracelet of Strength

Main Appearances: Belega Corridor

LV. Undead

44 Berserker Skeleton · Sword

Attribute	斬	突	壊	Fire	Ice	Thunder	Wind	Light	Dark
Weak affinity	耐			—	—	無	—	Weak	Resist

Main Skills: Great Slash, Dark Night Sword, Raise Slash

HP 910 Attack Attribute: Slash

EXP	85	MAG	80
A-EXP	30	Money	82

Drop Normal Executioner's White Mask
Item Rare Serpent-Biting Greatsword

Main Appearances: Ritual Grounds, Giant Face of Heaven

Ivs. Undead

44 Berserker Skeleton · Spear

Attributes: Slash, Pierce, Blunt, Fire, Ice, Lightning, Wind, Light, Dark
Affinities: 耐 耐 Weak, Null, Weak, Resist

Main Skills: Charge, Head Smash, Abyss Smash, Great Slash

HP 890 | Attack Attribute | Pierce

EXP	86	MAG	85
A-EXP	30	Money	78

Drop: Normal, High-quality Medicine
Item: Rare —

Main Appearances: Ritual Grounds, Giant Face of Heaven

LV. Undead

44 Fierce Warrior Skelet · Bow

Attribute	Slash	Pierce	Blunt	Fire	Ice	Lightning	Wind	Light	Dark
Affinity shop	耐	Weak	—	—	無	—	55 Res		

Main Skills: Smash Shot, Drizzle Shot, Matarukaja

HP 860 | Attack attribute Blunt

EXP	84	MAG	93
A-EXP	30	Money	75

Drop: Common Mossy Small Armor
Item: Rare —

Main Appearances: Ritual Grounds, Heavenly Giant Face

LV. Beast

9 Terror Hound Handō

Attribute	Slash	Pierce	Strike	Fire	Ice	雷	Wind	Light	Dark
Affinity	—	—	—	Weak 5	—	—	—	—	—

Main Skill: Howl, Scratch (1) Flame Claws

HP 170 Attack attribute Break

EXP	10	MAG	14
A-EXP	20	Money	18

Drop Normal Rough Fur
Item Rare Fire-Breathing Fang

Main Appearances: Underground Ossuary, Regalis Cathedral

LV Demon Insect

54 Giant Moth Nokulmos

Attributes Slash Pierce Bash Fire Ice Thunder Wind Light Dark
Affinity - - - Res Weak Weak — —

Main: Mindless Powder, Hollow Scale Powder, Large Scale Powder, Attack, Scorching Mist,
Skill: Masukunda

HP 981 | Attack Attribute | Pierce

EXP	112	MAG	182
A-EXP	40	Money	74

Drop: Common Fairy Powder
Item: Rare —

Main Appearances: Mt. Vulkano

LV. Soft-bodied creatures

23 Giant Bloodsucking Gelatenos

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	無	None	無	Absorb	Weak	Weak	—	—	—

Main Strong Acid Digestive Fluid, Boiling Bodily Fluids, Scorching Mist, Gabot,
Skills Bottler, Life Steal

HP 1550 | Attack Attribute Break

EXP	130	MAG	200
A-EXP	120	Money	98

Drop Common Lava Crystal
Item Rare Magic Pill

Main Appearances: Underground Ossuary, Mt. Ulcano

Metaphor: ReFantazio OFFICIAL PERFECT GUIDE

LV. Mollusk
¥20 Giant Gelatenos

HP 682 | Attack Attribute | 壊

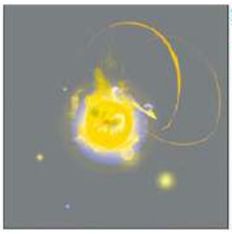
EXP 71	MAG 88
A-EXP 30	Money 40

Attribute Slash Pierce Brush Fire Ice Lightning Wind Light Dark
Affinity Null Null Null Weak | - - Weak — — —

Drop Normal Strong Dissolving Fluid
Item Rare Nennel Clay

Main Skills: Digestive fluid, strong acid digestive fluid, blunt strike, stagnant stench

Main Appearances: Underground Ossuary



LV. Spirit
38 Gold Elementa

HP 3000 "Attack Attribute Thunder

EXP 10	MAG 2500
A-EXP 600	Money 2500

Attribute Slash/Pierce/Blunt/Fire/Ice/Lightning Wind/Light/Dark
Affinity -|- — — Weakness resistance —

Drop Normal Thunder Drum
Item Rare Aquamarine

Main Skills —

Main Appearances: Ruffians' hideout, Dragon Palace Temple, City of the Dragon's Blessing, Land of Rituals, Sign of the Circle

LV. Beast
247 Quvalhas

HP 1020 「Attack attribute Break

EXP 98	MAG 74
A-EXP 30	Money 76

Attribute Slash/Pierce/Blunt/Fire/Ice/Lightning Wind/Light/Dark
Affinity -|- — Weak/Null -|-|- —

Drop Common Frozen Magic Ice Pillar
Item Rare Corrupted Magic Accessory

Main Skills: Howling, Rending, Ice Claw, Gabulizaton

Main Spawn location: Montario Festival Opera House, Eternal Ice Forest

LV. Giant
55 Guptauron

HP 3660 | Attack Attribute | Slash

EXP 455	MAG 685
A-EXP 180	Money 344

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity — Weak None 函 |-|-|-| —

Drop Normal White Mask of Stars
Item Rare Crystal Axe

Main: Great Charge, Fierce Charge, Rampage, Smash, Charge, Battle
Skill's Breath, Charge Rampage

Main Appearances: Tower of Insolence

LV. Giant
¥701 Guptauron (Arena)

HP 7500 Attack Attribute Slash

EXP 6000	MAG 6000
A-EXP 600	Money 15000

Attribute 斬 Piercing Fire Ice Lightning Wind Light Dark
Affinity — Weak — No weakness — — —

Drop Normal —
Rare Item —

Main Skills: Great Charge, Fierce Charge, Rampage, Battle Cry, Charge

Main Appearance Location: Arena (Final Battle)

Lv. Giant
351 Guptaros

HP 2800 Attack attribute Slash

EXP 230	MAG 503
A-EXP 100	Money 189

Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Affinity — Weak — Weakness resistance — — —

Drop Normal Giant's Strip Meat
Item Rare Bracelet of Might

Main: Major Charge, Heavy Strike, Rampage, Smash, Charge, Heat
Skill: Raiza, Charge Rampage

Main Appearances: Valley of Lament, Tower of Insolence

LV. Giant
271 Gupdetron

HP 6500 | Attack Attributes Slash

EXP 800	MAG 850
A-EXP 200	Money 3000

Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Affinity — 55 Res Weak | — — —

Drop Normal Star White Mask
Item Rare Bishamonten's Armor

Main: Lightning Thrust, Fierce Charge, Rampage, Smash, Charge, Combat
Skill: Breath of Ino, Charge Rampage

Main Appearances: Tyrant Star

LV. Giant
271 Guptetron (Event Battle)

HP 10000 Attack Attribute Slash

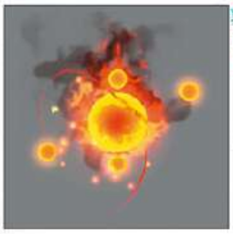
EXP 4000	MAG 8500
A-EXP 650	Money 7500

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — 55 — Resist Weak — — —

Drop Normal Shibalba Rod
Item Rare Incense of Strength

Main: Fierce Charge, Lightning Thrust, Wild Rampage, Smash Down, Great Strike, Char
Skill G, Breath of Battle, Charge Rampage

Main Appearances: Giant Face of Heaven



LV.72 Jade Spirit
※22 Crimson Elmenta

HP 1400 | Attack Attribute Fire

Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity | - | — | Weakness resistance | — | — | — | —

Main Skills —

EXP 10 | MAG 1000
A-EXP 200 | Money 1000
Drop Common Lava Crystal
Item Rare Peridot
Main Appearances Underground Ossuary, inside the belly of the Great Sand Worm, Criante Castle, Great Sand Worm Nest, Goblin Den

LV. Ningen
21 Crimson Homo Tenta

HP 400 | Attack Attribute Pierce

Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity — | Weak | Resist Reflect Weak Null - - | —

Main: Tooth Flasher, Bottler, Gabot, Charge, Great Charge, Maha
Skill Sukunda

EXP 30 | MAG 30
A-EXP 30 | Money 30
Drop Common Lava Crystal
Item Rare —
Main Appearances Criante Castle, Kyōōsei

LV. Ningen
45 Crimson Homo Tenta (Arena)

HP 1400 | "Attack Attributes Pierce

Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark
Affinity — | — | 7 | × 55 - | - | ---

Main Skills Boatna, Tooth Flasher

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Item Rare —
Main Appearances Arena (Silver 3rd Class)

LV. Demon Beast
15 War Wolf Ulhas

HP 289 | Attack Attributes Break

Attributes Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Affinity - | - | 函 函 | - | - | - | - | —

Main Skill Howl, Scratch (1) Flame Claw, Tear

EXP 22 | MAG 49
A-EXP 20 | Money 25
Drop Common Shiny Fur
Item Rare —
Main Appearances Regalis Cathedral, Criante Castle

LV. Bird monster
246 Kokasadus

HP 4000 | Attack Attributes Slash

Attribute Slash Pierce 壊 Fire Ice Lightning Wind Light Dark
Affinity — | 5 | - | - | - | - | - | 無 | — | —

Main: Death Peck, Venomous Breath, Mighty Blow, Lightning Thrust, Psyc
Skillron, Gasaikuron

EXP 292 | MAG 403
A-EXP 120 | Money 518
Drop Common Tower White Mask
Item Rare Antidote Mask
Main Appearances Tradia Desert, Tower of Blind Faith

LV.72 Giant Bird
35 Cocasados (Quest)

HP 4200 | Attack Attributes Slash

Attribute Sl Pie 壊 Fire Ice Lightning Wind Light Dark
Affinity — | 55 | — | — | — | — | 無 | — | —

Main: Death Peck, Venom Breath, Great Smash, Lightning Thrust, Cycl
Skill Ron, Gasaiclaw

EXP 1500 | MAG 750
A-EXP 400 | Money 950
Drops Normal White Mask of the Tower
Item Rare Disinfectant Feather Gloves
Main Appearances Gracia Jungle

LV. Strange Crow
62 Cocasados (Arena)

HP 1000 | Attack Attribute Slash

Attribute Slash, Pierce, Crush, Fire, Ice 雷 Wind Light/Dark
Affinity | - | - | - | - | - | — | — | — | —

Main Skills —

EXP 555 | MAG 970
A-EXP 180 | Money 639
Drop Normal —
Rare Item —
Main Appearances Arena (Gold Rank 2)

LV. Bird monster
64 Cocasadros

HP 6500 | Attack attribute Slash

Attribute Slash Pierce Strike Fire Ice Lightning Image Light Hell
Affinity — | Weak | — | Weak Reflect | — | — | Repel

Main Death Peck, Lightning Thrust, Mudodyne, Mahamudyne
Skills Blizzaton, Tetrakarn

EXP 555 | MAG 1120
A-EXP 200 | Money 839
Drop Normal Tower White Mask
Item Rare Thousand-League Straw Sandals
Main Appearances The Heavenly People's Mansion, Tower of Blind Faith

LV. 42 怪鳥

Kokasadols (Quest)

HP 6000 | Attack Attribute | Slash

Attribute: Slash Thrust Fire Ice Lightning Wind Light Dark

Affinity: — Weak — Weak Reflect - - — — Repel

EXP 2500 | BE 1500
A-EXP 350 | Money 2750

Drop Normal: Tower White Mask
Rare Item: Vitality Incense

Main Skills: Death Peck, Lightning Thrust, Mudodyne, Mahamudyne, Blizzaton, Tetrakarn

Main Appearances: Circle Sign

LV. Bird monster

271 Kokamordos

HP 6500 | "Attack Attribute | Slash

Attribute: Slash Thrust Crush Fire Ice Lightning Wind Light Dark

Affinity: — 55 — Absorb / Weak — — — —

EXP 680 | MAG 800
A-EXP 350 | Money 500

Drop: Normal, Sun White Mask
Item rarity: Crescent Medallion

Main Skill: Death Peck, Hell Thrust, Mudain, Gaboat, Dark Breath, Vidalda

Main Appearances: Tyrant Star

LV: Monster Bird

267 Kokamorudos (bounty target)

HP 11500 | Attack Attribute | Slash

Attribute: Slash, Pierce, Fire, Ice, Lightning, Wind, Light, Dark

Affinity: - Weak | Circle Diagram | - | - | - | -

EXP 3700 | MAG 3500
A-EXP 500 | Money 2000

Drop Common: Spirit Bird Talisman
Item Rare: Healing Shin Guards

Main Skills: Mudodyne, Hell Thrust, Dark Breath, Gaboat, Vidalda, Death Peck, Dark High Booster

Main Appearances: Mansion of the Celestial People

LV. 1 人

National Army · Swordsman (※1)

HP 100 | Attack Attribute Slash

Attributes: Slash Pierce Bash Fire Ice Lightning Wind Light Dark

Affinity: - | - Weak Weak | — | — | — | —

EXP 3 | MAG 5
A-EXP 10 | Money 13

Drop Normal: Medicine
Rare Item: —

Main Skills: Slash Parry

Main Appearances: Nord Abandoned Mine

LV. 4 Human

National Army Soldiers

HP 330 | Attack attribute | Slash

Attribute: Slash/Pierce/Fire Ice Lightning Wind/Light/Dark

Affinity: *81 -- — — — — — — —

EXP 40 | BE 15
A-EXP 10 | Money 200

Drop Normal: Medicine
Rare Item: —

Main Skills: Magical fire, slashing sweep

Main Appearances: Nord Abandoned Mine

LV. - Demon Beast

20 Hellhound Diabundo

HP 362 | Attack attribute | Break

Attribute: Slash/Pierce/Fire Ice Lightning Wind/Light/Dark

Affinity: — | — | — Weak Weak | - - | — | —

EXP 35 | MAG 50
A-EXP 20 | Money 34

Drop Common: Coarse Fur
Item Rare: Fire-Breathing Fang

Main Skills: Howling, scratching (1) Fiery claws, paralyzing scratch

Spawn location: Criante Castle, Montario Festival Opera House

LV. Beast

201 Hell Guard Dog Diabundo (event battle)

HP 600 | Attack Attribute | Strike

Attributes: Slash Pierce Blunt Fire Ice Lightning Wind Light Dark

Affinity: - | - | weak weak | — | — | — | —

EXP 200 | MAG 150
A-EXP 30 | Money 50

Drop Common: Coarse Fur
Item Rare: Fire-Breathing Fang

Main Skills: Scratching (1) Fiery claws

Main Appearances: Criante Castle

LV. 9 Subhuman

Goboron

HP 200 | Attack Attribute | Slash

Attribute: Slash Pierce Blunt Fire Ice Lightning Wind Light Gate

Affinity: | - | - | - | - | — | — | — | —

EXP 5 | MAG 13
A-EXP 10 | Money 16

Drop Common: Old Coin
Item Rare: —

Main Skills: Strong Strike, Great Strong Strike Critical Strike, Rampage

Main Appearances: Berega Corridor, Goblin's Den, Evil Eye Tower

※1: The same value also applies to all national army swordsmen who are not wearing breastplates

Lv. Demi-human
45
Goborn (Arena)
HP 250
Attack Attribute Slash
Attribute Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | — | — | — | — | — | —
EXP 44 | MAG 50
A-EXP 20 | Money 40
Drop Normal —
Item Rare —
Main Skills —
Main Appearances Arena (Silver Rank 2)

LV.71 Subhuman
17 Gobolun Est
HP 330
Attack Attributes Slash
Attribute Slash Pierce Fire Ice Electric Wind Light Dark
*0 - | - | - | - | - | - | — | — | —
EXP 22 | MAG 29
A-EXP 20 | Money 32
Drop Common Old Coin
Item Rare —
Main Skills Strong Attack, Heavy Attack, Poison Attack, Critical Hit, Frenzy
Main bandit hideout, goblin nest, Jaken's appearance location: Tower

LV. Demihuman
35
Gobolun Est (Arena)
HP 930
Attack Attribute Slash
属性 Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | — | — | — | — | — | —
EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop: Common —
Item: Rare —
Main Skills Strong Attack, Heavy Attack, Poison Attack, Critical Hit, Frenzy
Main Appearances Arena (Class 3)

LV. Demihuman
32 Goborn Reego
HP 650
Attack Attribute Slash
Attribute 斬 Fire Ice Thunder Wind Light Dark
*---------
EXP 60 | MAG 55
A-EXP 30 | Money 125
Drop Normal Patient's White Mask
Item Rare Viking Helm
Main Skill Flame Strike, Ice Strike Critical Hit, Abyss Drop, Smash and Break, Rampage
Main Appearances The ruffians' stronghold, the Tower of Evil Eyes

LV. Demihuman
24 Goboron the King (Bounty)
HP 1500
Attack Attribute Slash
Attribute Slash Pierce Fire Ice Thunder Wind Light Dark
*814 -------- | —
EXP 1000 | MAG 400
A-EXP 350 | Money 1500
Drop Common Iron Chunk
Item Rare Ironwall Charm
Major Skilled: Mahatarukaja, Dark Night Sword, Critical Strike, Great Slash, Round Saw, Sword Mastery, Charge, Rampage
Main Appearances Goblin Den

LV. Demihuman
38 Goboron the King (Arena)
HP 2200
Attack Attribute Slash
Attributes Slash Pierce Fire Ice Thunder Wind Light Dark
Affinity | - | - | - | - | — | — | — | — | —
EXP 800 | MAG 1000
A-EXP 200 | Money 2500
Drop Normal —
Item Rare —
Main Skilled, Mahatarukaja, Dark Night Sword, Critical Strike, Great Slash, Round Saw, Mastery of the Sword, Charge, Rampage
Main Appearances Arena (Class 3)

LV. Ningen
15 Deep Blue Homo Tenta
HP 300
Attack Attribute Pierce
Attribute Slash Pierce Smash Fire Ice Thunder Wind Light Dark
Affinity — | Weak | Resistant | Weak | 反 | Null | — | — | —
EXP 20 | BE 20
A-EXP 20 | Money 20
Drop Normal Ice Chunk
Item Rare —
Main: toothbrush, Charge, Strong Attack, Blizz, Gabliz, Heat Riser, Skill: Maha Sukukaja
Main Appearances Regalis Cathedral, Terror King Star

LV. Ningen
45
Indigo Homo Tenta (Arena)
HP 1400
Attack attribute Pierce
Attribute Slash Pierce Crush Fire Ice 雷 Wind/Light/Dark
Affinity — | — | Resist | Weak | Repel | — | — | — | —
EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Rare Item —
Main Skills Blizzaton, Hahurashi
Main Appearances Arena (Silver 3rd Class)

LV. Giant

¥45 Saiokuro

HP 3500 | Attack Attribute 壊

Slash Pierce Fire Ice Lightning Wind/Light/Dark A-EXP 1314 / 314

MAG 300

Money 762

Attribute Affinity — Weak — — — Absorb / Weak - —

Drop Normal Giant's Rose Meat

Item Rare Curse-Eye Talisman

Main irritating eyes, Heavy Strike, Smash, Abyss Drop, Critical Strike,
Skill: Breath of Battle

Main Appearances Ruffians' Hideout, Dragon Celebration Capital, Tower of Insolence

LV. Giant

50 Cyclops

HP 3500 | "Attack attributes | Break

EXP 392 | MAG 375

Slash Pierce Strike Fire Ice Electric Wind Light Dark A-EXP 130

Money 951

Attribute Affinity — 55 — — - - Absorb / Weak - - —

Drop Common Giant's Rib Meat

Item Rare Crystal Mace

Main hollow eyes, Flame Strike, Smash, Abyss Drop, Charge,
Skill: Cry of the Soul

Main Appearances Tower of Arrogance

LV. Giant

52 Saiocropos (Bounty Target)

HP 4000 | Attack Attribute | Blunt

EXP 3000 | MAG 550

Slash Pierce Blunt Fire Ice Lightning Wind Light Dark A-EXP 200

Money 12000

Attribute Affinity — 弱 — — — Absorb Weak — —

Drop Normal Outlaw's Talisman

Item Rare Great Healing Sacred Bell

Main Charge, Skull Crusher, Abyss Drop, Slam, Smash
Skills: Blunt Breaker, Hollow Eyes, Soul Scream

Main Appearances Rogues' Hideout

LV. 人

59 Bandit (1)

HP 1200 | Attack Attribute | Slash

EXP 130 | MAG 106

Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark A-EXP 50

Money 750

Affinity 耐 耐 Resistance Weak Weak — — — 耐

Drop Normal Gambling Hall Silver Coin

Item Rare Corrupted Armor

Main: Skull Drop, Slam, Smash, Rampage, Overnight
Skill: Discard

Main Appearances Unknown Ruins

LV. 人

591 Bandits (2)

HP 1200 | Attack Attribute 斬

EXP 100 | MAG 115

Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Dark A-EXP 70

Money 1000

Affinity — 弱 Weak — — Resist Resist Resist

Drop Normal Gambling Hall Silver Coin

Item Rare Corrupted Weapon

Main Skill Assassination, Dark Night Sword • Immovable, Magic Thunderbolt, Magic Storm

Main Appearances Unknown Ruins

LV.2 Humans

67 Bandit Leader Sistas (Bounty)

HP 8000 | Attack Attribute Sla

EXP 2000 | MAG 1000

Attribute Slash/Thrust/Fire Ice Lightning Wind Light/Dark A-EXP 150

Money 2500

Affinity | - | - | - | - | - | - | -3 | None

Drop Normal Icicle Axe

Item Reaka Incense

Main Skill Magic Slow Field, Frenzied Battle Cry, Abyss Drop, Magic All-Purpose, Rampage, Skull Drop, Ice Strike, Magic Power Charge, Soul Cry

Main Appearances Unknown Ruins

LV. Mollusk

4 Gelatenos

HP 190 | Attack Attribute | Break

EXP 8 | BE 20

Attribute 斬 突 壊 Fire Ice Lightning Wind Light/Dark A-EXP 0

Money 25

Affinity Item 耐 None Weak Weak Weak — — —

Drop Common Strong Corrosive Solution

Item Rare —

Main
Skills Digestive Fluid, Power Strike

Main Nord Abandoned Mine, Underground Ossuary, Great Sand Worm's
Spawn Location Inside the Belly

LV. Giant

¥70 Geocrops

HP 6000 | Attack Attribute 綴

EXP 600 | MAG 900

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 350

Money 900

Affinity — Box - - - Absorb Weak — —

Drops Normal White Mask of Fortitude

Item Rare Pioneer's Job

Main Illusory Evil Eye, Rampage, Smash, Abyss Drop, Cande
Skills On, Charge, Fighting Breath, All Reset

Main Appearances Heavenly Giant Face, King-Star

Lv.X Crimson Giant

58 Geocyclops (Quest)

HP 5000 | Attack Attribute | Break

EXP | MAG 2000
2200nA-EXP 400 | Money 2500

Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity — Box - - - Absorb Weak — — —

Drop Normal God of War's Talisman
Item Rare Brave General's War Fan

Main Skills: All Reset, Charge, Rampage, Deluding Evil Eye, Smash Break, Abyssal Drop, Candeon Battle Spirit, Soul Cry, Soul Scream

Main Appearances: Tower of Arrogance

Lv. Undead

9 Death Noble Mornet

HP 230 | Attack Attribute | Break

EXP 6 | MAG 18
A-EXP 10 | Money 33

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity - | - |55 -55 Resist — —

Drop Common Noble's Scripture
Item Rare Priest's Cape

Main Skills: Bite, Magic Darkness

Main Appearances: Regalis Cathedral

Lv. Undead

11 Death Monk Mornet

HP 230 | "Attack Attributes | Break

EXP | MAG 26
12nA-EXP 20 | Money 15

Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity — Weak — — Weak Resist

Drop Common Sanctified Bread of Unsealing
Item Rare —

Main Skills: Dark Magic, Ice Magic, Bite, Unclean Gnashing

Main Appearances: Abandoned Tomb

Lv. Ningen

74 Jet-Black Homo Oppo

HP 5500 | Attack attribute: Pierce

EXP 422 | MAG 400
Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark A-EXP 90 | Money 525

Affinity - Repel Weak Resist - Resist Weak — —

Drop Common Moon White Mask
Item Rare Aragami Thunder Bow

Main Skill: Mist of Anxiety, Corruption's Skewer, Hell Thrust Thunder Breath, Roar, Instant Recovery

Main Appearances: Tyrant Star

Lv. Ningen

66 Pitch-Black Homo Oleron

HP 8000 | Attack Attribute | Slash

EXP 3500 | BE 5000
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 500 | Money 5000

Affinity -|-|-|-|-|3|--- Drop Normal Patient's White Mask
Item Rare Hero's Jewel Root

Main Skills: Ice Strike, Fierce Charge, Raging Edge, Mahamudain, Death Gama Booster Thrust Booster Standing Firm, Instant Recovery

Main Appearances: Giant Face of Heaven

LV Ningen

74 Jet-Black Homo Kasko

HP 5500 | Attack Attributes | Break

EXP 444 | MAG 349
Attributes Slash Thrust Crush Fire Ice Thunder Wind Light Dark A-EXP 90 | Money 650

Resistances anti-anti-weak — — 弱 Repel — —

Drop Normal Tank's White Mask
Item Rare Hihirokane Armor

Main: Earth Stomp, Smash and Break, Cyclone, Gacyclone,
Skills: Makarakarn, Hyper, Mahatarunda, Instant Recovery

Main Appearances: Tyrant Star

Lv. Ningen

74. Jet-Black Homo Fios

HP 5500 | Attack Attribute | Strike

EXP 666 | MAG 600
Attribute Slash, Pierce, Strike, Fire, Ice, Lightning, Wind, Light, Dark A-EXP 300 | Money 3333

Affinity — — Weak, Reflect, Reflect — — —

Drop Normal Patient's White Mask
Item Rare Dismantling Blade · Maguro

Main: Fish Oil Dance, Fish Oil Dance, Fish Oil Dance: Hot-Glow Grill, Blizzard
Skillton, Gablizzaton, Ice Strike, Great Strike, Instant Recovery

Main Appearances: Tyrant Star

Lv. Ningen

74 Jet-Black Homo Furukiro

HP 5500 | Attack Attribute | Slash

EXP 434 | MAG 522
A-EXP 90 | Money 320

Attribute Slash, Pierce, Crush, Fire, Ice 雷 Wind Light Hell
Affinity — Weak Reflect — 耐 — — Resist Weak

Drop Normal Hermit's White Mask
Item Rare Savior's Holy Staff

Main: Hamadaine, Mahanmadaine, Breath of Light, Incineration of Vanity, Numb
Skill, Paralyzing Strike, All Reset, Instant Recovery, Soul's Scream

Main Appearances: Tyrant Star

LV. Ningen

74 Jet-Black Homo Penta

HP 5500

Attribute Affinity: Slash Pierce Smash Fire Ice Lightning Wind Light Dark — — 耐 — — — Repel Weak Repel

Attack Attribute New

EXP 409 | MAG 652

A-EXP 90 | Money 212

Drop Normal Papal White Mask

Item Rare God's Abacus of Fortune

Main Skilln: Shockwave, Mist of Anxiety, Grand Strike, Mudodyne, Mahamudyne, Hyper, Instant Recovery, Soul's Scream

Main Appearances: Tyrant Star

LV. Ningen

74 Jet-Black Homo Luano

HP 6500

Attribute Affinity: Slash Pierce 壊 Fire Ice Thunder Wind Light Dark 5 — — Repel Resist Resist Resist Resist Repel

|Attack Attribute| Break

EXP 300 | MAG 650

A-EXP 100 | money 225

Drop Common Priestess's White Mask

Item Rare Blazing War Fan

Main Skill: Boattna, Gaboatt, Fury One-Handed Pan (physical), Fury's One-Handed Pan (magic), Great Power Strike, Raging Edge, Instant Recovery, Scream of the Soul

Main Appearances: Tyrant Star

LV. Undead

9 Death Mort

HP 230

Attribute Affinity: Slash Pierce 壊 Fire Ice Thunder Wind Light Dark - | - Weak — — — Weak Resist

"Attack Attributes Destruction

EXP 10 | MAG 27

A-EXP 10 | Money 13

Drop Common Rusted Hand Armor

Item Rare —

Main Skills: Bite Crush, Rotten Breath

Main Appearances: Regalis Cathedral, Abandoned Tomb

V Mimetic Creature

65 Dead Treasure Imitezoro

HP 6000

Attribute 相性: 斬 突 壊 Fire Ice Lightning Wind Light Dark - | - | - | - | - | - — Weak Resist

「Attack Attribute] Break

EXP 500 | MAG 500

A-EXP 200 | Money 1000

Drop Normal Hero's Jewel Root

Item Rare Divine Water of the Heavenly Dragon

Main Skills: Enchanting Breath, Painful Strike, Severe Painful Strike, Brain Drop, Abyss Drop, Heat Riser, Tetrakarn, Megidolaon

Main Appearance Location: Unknown Ruins, Tower of Malice, Tower of Fanaticism, Heaven, Giant Face

LV. Undead

9 Deadfolk Mornet (1)

HP 230

Attribute Affinity: Slash/Pierce/Fire Ice Lightning Wind/Light/Dark - | - Weak — — — Weak Resist

|Attack Attribute| Break

EXP 6 | MAG 14

A-EXP 0 | お Gold 8

Drop Common Germ Spore

Item Rare —

Main Skills: Bite, Defiling Gnashing

Main Appearance Location: Regalis Cathedral

LV. Undead

9 Deadfolk Mornet (2)

HP 230

Attributes Slash Pierce Fire Ice Thunder Wind Light Dark A-EXP 10

Affinity - | -55 Weak Resist Drop Normal Germ Spores

Weak Resist Drop Normal Germ Spores

Attack attribute Break

EXP 7 | BE 15

Money 9

Rare Item —

Main Skills: Bite, Defiling Gnashing

Main Appearances: Regalis Cathedral

LV. Undead

9 Deadfolk Mornet (3)

HP 230

Attributes Slash Pierce Strike Fire Ice Thunder Wind Light Dark A-EXP 10

Affinity | - | - | Weak — — Weak/Resist

|Attack attribute] Strike

EXP 8 | MAG 16

Money 9

Drop Common Germ Spore

Item Rare —

Main Skills: Bite, Impure Gnashing

Main Appearances: Regalis Cathedral

LV. Undead

15 Cursed Bone Magireto

HP 545

Attribute Affinity: Slash Pierce Strike Fire Ice Lightning Wind, Light, Dark — Res Weak — — None — Weak/Reflect

|Attack Attribute| Break

EXP 16 | MAG 49

A-EXP 20 | Money 33

Drop Normal Magic Straw Doll

Rare Item —

Main Skills: Bot, Gabot, Mud, Mahamud

Main Appearance Locations: Regalis Cathedral, Tomb of Lamentation

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<Data analysis>

Metaphor: ReFantazio OFFICIAL PERFECT GUIDE

Enemy Data Normal Enemies

LV.SHTS 16 Subhuman
Curse Magic Goborun
HP 310 Attack Attribute Break
Attributes: Slash, Pierce, Strike, Fire, Ice, Lightning, Wind, Light, Dark
*81 -|-|-|-|-|-|- — | — | —
EXP 20 MAG 63
A-EXP 20 Money 20
Drop: Normal Fatigue Can
Item: Rare Silk Hat
Main Skills Briz, Kande, Saiku, Bott, Gabott, Megido
Main Appearances Belega Corridor

LV. 18 Subhuman
Sorcery Goboln Est
HP 400 Attack Attributes Bre
Attribute 斬 Pierce, Fire, Ice, Lightning, Wind, Light, Dark, A-EXP 20
8 -|-|-|-|-|- - | — | — | —
EXP 30 MAG 77
Money 30
Drop: Normal Fatigue Can
Item: Rare Desert Robe
Main: Brizer, Gabott, Gabriz, Gakande, Gasaiku, Me
Skill: Gidra
Main bandit hideout, goblin nest, Jaken's appearance location: Tower

LV.5 Humanoid
35 Sorcery Goboln Est (Arena)
HP 950 「Attack Attribute」 Break
Attribute 斬 壊 Fire Ice Thunder Wind Light Dark
Affinity |-|-|-|- — | - — | — | —
EXP 0 MAG 0
A-EXP 0 Money 0
Drop: Common —
Item: Rare —
Main Blizzar, Gablizar, Gabottora, Gakandera,
Skills Gasaikuro, Megidola
Main Appearances Arena (Class 3)

LV. 43 Subhuman
Curse Goboron-Rigo
HP 900 |Attack Attributes| Break
Attribute 斬 Fire Ice Thunder Wind Light Dark
*耐--------
EXP 95 MAG 69
A-EXP 30 Money 100
Drop: Common No Settlement Slip
Item: Rare Jet-Black Mantle
Main Boattna, Gabottora, Gablizar, Gakandera,
Skills Gasaikuro, Megidolaon, Dekunda, Tetrabreak
Main Appearances Rogues' Hideout

LV. Undead
50 Summon Knight Skelet
HP 2000 |Attack Attributes Slash
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 0
Affinity shop 耐 Weak | — | 無 | None — | Weak Resist
EXP 0 MAG 0
Money 0
Drop Normal —
Item Rare —
Main: Dark Night Sword, Raze Slash, Mududain, Vitalja, Te
Skills: Tarukaja, Diarahan
Main Appearances Ritual Grounds, Tower of Blind Faith

LV. Undead
260 General Skeleto Sword
HP 1100 |Attack type Slash
Attribute Slash Pierce Blunt Fire Ice Light ng Wind Light Dark A-EXP 50
Affinity Resist Resist Weak — | — | Null | — | 5 Resist
EXP 120 MAG 250
Money 198
Drop Common Corrupted Blade
Item Rare —
Main Skills |Great Slash, Dark Night Sword, Raze Slash
Main Appearances Unknown Ruins

LV. Undead
Lv. 60 General Skeleto - Spear
HP 1050 |Attack Attribute| Pierce
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light, dark, A-EXP 50
Affinity 耐 Section Weak | — | — | 無 | — | Weak/Resist
EXP 126 MAG 251
Money 193
Drop Common Corrupted Weapon
Item Rare —
Main Skills Charge, Head Drop, Abyss Drop, Stunning Strike
Main Appearances Unknown Ruins

LV. Undead
Lv. 60 General Skeleto - Bow
HP 1000 | Attack attribute Break
Attribute Slash Pierce Smash Fire Ice Thunder Wind Light Dark A-EXP 50
Affinity Resistant Resistant-Weak | — | — | None | — | Weak | 耐
EXP 129 MAG 238
Money 187
Drop Normal White Mask of Justice
Rare Item —
Main Skills Shatter Shot, Rain Shot
Main Appearances Unknown Ruins

LV. 8.
Beast
Small Beast Hieno
HP 130 | Attack Attribute | 壊
Attribute: Slash Pierce 壊 Fire Ice Thunder Wind Light Dark
Affinity: — — — Weak Weak - - - - —
A-EXP 10
EXP 5
MAG 10
Money 8
Drop Normal —
Item Rare —
Main Skills: Howl, scratch (1), Paralysis Scratch
Main Appearances: Tradia Desert

LV.SHTS 20
Soft-bodied creatures
Aquatic Shuper
HP 404 | Attack Attribute | Slash
Attribute: Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Affinity: 55 - - [Null — Absorb Weak - - — —
EXP 32
A-EXP 30
MAG 38
Money 58
Drop Normal: Capture Rope
Item Rare: —
Main Skills: Ice Strike, Blizzara, Stagnant Stench, Makarakukaja
Main Appearances: Inside the Belly of the Great Sandworm, Ring Sign

LV. 6
Undead
Skeleto Sword
HP 150 | Attack Attribute: Slash
Attribute: Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Affinity: — Weakness resistance — — None — Weak Resist
EXP 9
A–EXP 10
MAG 17
Money 13
Drop Common: Mud-Caked Blade
Item Rare: —
Main Skills: Mincing Slash
Main Appearances: Regalis Cathedral

LV. 6.
Undead
Skelet Sword (Event Battle)
HP 150 | Attack Attribute: Slash
Attributes: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity: — Resist Weak Null Null Weak Resist
EXP 30
A-EXP 25
MAG 40
Money 40
Drop: Common —
Item: Rare —
Main Skills: Mincing Slash
Main Appearance Location: Regalis Cathedral

LV. 6
Undead
Skelet Spear
HP 150 | Attack Attribute: Pierce
Attribute: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity: — 耐 Weak — — None — Weak Resist
EXP 8
A-EXP 10
MAG 18
Money 12
Drop Common —
Item Rare —
Main Skills: Slash Parry
Main Appearances: Regalis Cathedral

LV. 6
Undead
Skeleto Spear (Event Battle)
HP 150 | Attack attribute: Pierce
Attribute: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity: — Weakness resistance — 無 無 — Weak Resist
EXP 0
A-EXP 0
MAG 0
Money 0
Drop: Common —
Item: Rare —
Main Skills: Sure-Hit Stance
Main Appearances: Regalis Cathedral

LV. 6.
Undead
Skeleton · Bow
HP 150 | Attack attribute: Strike
Attributes: Slash Pierce Strike Fire Ice Lightning 風 Light/Dark
Affinity: — Weakness resistance — None — Weak Resist
EXP 8
A-EXP 10
MAG 16
Money 17
Drops Normal: Healing Medicine
Item Rare: —
Main Skills: Rapid Fire
Main Appearances: Regalis Cathedral

LV. 11
Mimetic creature
Sand Worm Valmo
HP 832 | Attack Attributes: Break
Attribute: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity: -- — None Weak — — — —
EXP 40
A-EXP 30
MAG 48
Money 59
Drops: Normal: Sandworm Meat
Item Rare: —
Main Skills: Bite, digestive fluid, strong acidic digestive fluid, flame breath
Main Appearances: Nord Abandoned Mine, Tradia Desert

LV.7 Mimic Creature

11 Sand Worm Valmo (Prologue)

HP 432 | Attack Attribute Break

EXP 0 | MAG 0

A-EXP 0 | Money 0

Attribute 斬 Pierce/Fire Ice Lightning, Wind, Light, Dark

*81 -|-|-|-|-|-|-| — | — | —

Drop Normal Item —

Rare Item —

Main Skills —

Main Appearances Tradia Desert

LV. Undead

17 Spect

HP 300 | Attack attribute | Blunt

EXP 9 | MAG 30

A-EXP 10 | Money 6

Attributes Slash Pierce Blunt Fire Ice Thunder Wind Light Dark

Affinity: Reflect Reflect Reflect Weak — — — 弱 —

Drop Normal Curse Talisman

Item Rare —

Main Skill Self-Destruct, Curse Word, Mudo, Saiku, Gasaiku, Burizu

Main Appearances Underground Ossuary, Regalis Cathedral

LV. Undead

17 Spect (event battle)

HP 350 | Attack Attribute Break

EXP 100 | MAG 100

A-EXP 20 | Money 50

Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark

Affinity Reflect Reflect Reflect — — — — Weak

Drop Common Curse Talisman

Rare Item Dark Charm

Main Skills Self-Destruct, Curse Word, Mudo, Saiku, Gasaiku, Burizu

Main Appearances Regalis Cathedral

LV. Beast

351 Snow Wolf Ulhas

HP 652 | Attack Attributes | Break

EXP 49 | MAG 50

A-EXP 30 | Money 51

Attributes slash pierce blunt fire ice lightning wind light dark

Affinity -|-| — Weak — — — —

Drop Common Glossy Fur

Rare Item —

Main Skills Howl, Scratch (1) Fear

Main Appearances Permafrost Forest

LV. Soft-bodied creatures

6 Serpetia

HP 174 | Attack Attribute | Strike

EXP 10 | MAG 14

A-EXP 10 | Money 24

Attribute Slash Piercing Smash Fire Ice 雷 Wind Light Dark

Affinity — — — Resist Weak Resist — —

Drop: Normal Magic Orb

Rare Item —

Main Skills Bite, Flaming Fang

Main Appearances Nord Abandoned Mine

LV. Soft-bodied creatures

35 Serpetia (Arena)

HP 125 | Attack Attribute | Break

EXP 22 | MAG 24

A-EXP 20 | Money 14

Attribute Slash/Pierce/Fire Ice Lightning Wind/Light/Dark

Affinity — — — — — — — — —

Drop Normal —

Rare Item —

Main Skills —

Main Appearances Arena (Rank 2)

LV. Undead

50 Sacral Magilet

HP 3500 | Attack Attribute | Strike

EXP 439 | MAG 888

A-EXP 200 | Money 225

Attribute Slash/Pierce/Strike/Fire/Ice Lightning Wind Light/Dark

Affinity — [Res/Weak — — 無 — Reflect

Drop Common Mage's White Mask

Item Rare Academic Robe

Main Skills Hamadine, Mahanmadine, Mudodyne, Mahamudodyne, Megidolaon, Light High Booster Dark High Booster, Almighty High Booster

Main Appearances Tower of Blind Faith

LV. 人

¥48 Warrior Monk Corps・Spearman

HP 900 | Attack Attributes Pierce

EXP 123 | MAG 55

A-EXP 40 | Money 200

Attribute Slash Pierce Strike Fire Ice Elec Wind Light/Dark

Affinity Resist Resist Resist Weak Weak — — — —

Drop Normal Senyaku-maru

Item Rare —

Main Skills Magic Radiance, Hell Thrust, Lightning Thrust

Main Appearances Montario Festival Opera House

LV.2. Human

¥48 Monk Order・Mage Soldier

HP 900 | Attack Attribute 壊

EXP 120 | MAG 197

Money 58

Attribute Slash Pierce Smash Fire Ice Lightning Wind Light Dark A-EXP 40

Affinity — 55 Weak Resist Resist Resist Resist Resist ' -

Drop Common High Priest's White Mask

Item Rare —

Main Skill: Magical Inferno, Magical Great Ice Chunk, Magical Thunderbolt, Magical Storm

Main Appearances: Montario Festival Opera House

LV. Plants

¥40 Great Tree Arendt

HP 4000 | "Attack attributes | Break

EXP 1500 | MAG 1250

A-EXP 500 | Money 2500

Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Dark

Affinity | - | - | - Weak Resist Resist Resist Resist Resist

Drop Common Sun White Mask

Item Rare Kyara Incense War Fan

Main Lidine, Concentration, Pollen Attack, Cyclone, Gacyclone

Skillron, Slam, Soul's Cry

Main Appearances: Dragon Palace Temple

LV. 人

50 Arena Warrior

HP 2200 | Attack Attributes | Slash

EXP 3000 | MAG 3000

A-EXP 500 | Money 5000

Attributes Slash Pierce 壊 Fire Ice Lightning Wind Light Dark

Affinity Resist Resist Resist | - Weak | —

Drop: Common —

Item: Rare —

Main: Abyss Drop, Smash, Deafening Roar, Icy Strike,

Skills: Fierce Charge, Raging Edge

Main Appearances: Arena (Silver Rank 1)

LV. 人

50 Arena Magic Warrior

HP 2000 | Attack attribute | Slash

EXP 0 | MAG 0

Money 0

Attribute Slash Pierce Fire Ice Thunder Wind Light Dark A-EXP 0

Affinity 耐 - Weak Resist Resist Resist | — 耐

Drop Normal —

Item Rare —

Main: Magic Ice Chunk, Magic Glacier, Magic Fast Formation, Magic All

Skills: Magic Great Ice Chunk, Magic Great Glacier

Main Appearances: Arena (Silver Rank 1)

LV. Mimetic creature

14 Animated Gargouth

HP 300 | Attack Attribute | Pierce

EXP 22 | MAG 55

Money 37

Attribute Slash Pierce Fire Ice Thunder Wind Light Dark A-EXP 20

Affinity Immune Weak 無 — — — | | — —

Drop Common Slate of Irritation

Item Rare Sparkling Marble

Main ones: Drowsy Gaze, Heavy Charge, Gakande, Kandera, Swarm

Skill-boosting Rage

Main Appearances: Regalis Cathedral

LV. Mimic Creature

45 Statue Gargoats (Arena)

HP 500 | 「Attack Attribute」 | Pierce

EXP 73 | MAG 78

Money 71

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 40

Affinity — | — | — | — | — | — | — | — | —

Drop Normal —

Rare Item —

Main Skills: —

Main Appearances: Arena (Silver Rank 2)

LV. Soft-bodied creature

56 Skull Geratenos

HP 1000 | Attack Attribute | Break

EXP 120 | MAG 272

Money 100

Attributes Slash, Pierce, Strike, Fire, Ice, Lightning, Wind, Light, Dark A-EXP 50

Affinity Absorb Weak Weak Reflect 無 無 無 Drop Normal Powerful Dissolving Fluid

Item Rare Death Stone

Main Strong Acid Digestive Fluid, Cursed Liquid, Curse Mist, Mudodyne,

Skill Mahmudodyne

Main Appearances: Mt. Vulkano

LV. Undead

17 Slave Skeleton · Sword

HP 250 | Attack Attribute | Slash

EXP 17 | MAG 13

Money 13

Attribute Slash, Pierce, Strike, Fire, Ice, Lightning Wind Light 闇 A-EXP 10

Affinity — 耐 Weak — — None — Weak Resist

Drop Normal Executioner's White Mask

Item Rare —

Main Skills: Mijin Slash, Round Sword

Main Appearances: Valley of Lament, Ritual Grounds

LV. Undead

17 Slave Skeleto - Spear

HP 220 | Attack Attributes | Pierce

Attribute Slash, Pierce, Strike, Fire, Ice, Lightning Wind, Light, Dark

Affinity — Weakness resistance — — None — Weak Resist

EXP 18 MAG 16

A-EXP 10 Money 16

Drop Common Old Coin

Item Rare —

Main Skills: Power Strike, Slashing Counter, Matarunda

Main Appearances: Valley of Lament, Ritual Grounds

LV. Undead

17 Slave Skeleto Bow

HP 205 | Attack Attributes | Bre

Attribute 斬 Pierce, Bash, Fire, Ice, Thunder, Wind, Light, Dark

Affinity — Weakness resistance — — 無 — 55 R

EXP 15 MAG 17

A-EXP 10 Money 17

Drops Normal Healing Medicine

Item Rare —

Main Skills: Rapid Shot, Drizzle Shot ち

Main Appearances: Valley of Lament, Ritual Grounds

LV. Undead

35 Sorrowful Specter

HP 500 "Attack Attribute] Bash

Attribute 斬 突 壊 Fire, Ice, Thunder, Wind, Light, Dark

Affinity Rep Rep RepWeakAbsorb — Absorb Weak

EXP MAG 57

35nA-EXP 20 Money 21

Drops: Normal Dark Talisman

Item: Rare —

Main self-destructs: Ultimate Self-Destruct, Hollow Breath, Cyclone, Buri

Skills: Zaton, Mahrakunda

Main Appearances: Dragon Palace Temple, City of Tatsuwa, Tower of Insolence

LV. Demonic Insect

15 Nojupuru

HP 190 | Attack Attribute | Pierce

Attributes: Slash, Pierce, Strike, Fire, Ice, Lightning, Wind, Light, Dark A-EXP 10

*81 ---- — — Weak —

EXP 12 MAG 22

Money 6

Drops: Normal Fairy Powder

Item: Rare —

Main Skill: Sleep Pollen, Pollen Attack, Deadly Poison Powder, Mudo, Masukukaja

Main Appearances: Criante Castle, Man-Eating Cave

LV. Demonic Insect

3 Cross

HP 125 | Attack Attributes | Pierce

Attribute Slash/Pierce/Blunt/Fire/Ice/Lightning/Wind Light

Affinity -|- — — — — Weak —

EXP 4 MAG 8

A-EXP 10 Money 8

Drop: Normal Fairy Powder

Rare Item —

Main Skills: Scale Powder Attack, Mahatarukaja

Main Appearances: Nord Abandoned Mine, Berega Corridor

LV. Demonic Insect

38 No Cross (Arena)

HP 1525 | Attack Attributes | Pierce

Attribute Slash Pierce Strike Fire Ice Lightning Wind/Light/Dark A-EXP 0

*01# -- — — — — — Weak — —

EXP 0 MAG 0

Money 0

Drop Normal —

Item Rare —

Main Skills: Heartless Powder, Hollow Scale Powder, Sleep Powder, Scale Attack

Main Appearances: Arena (Bronze Rank 1)

LV. Undead

67 Skelet the Renegade · Sword

HP 1440 | Attack Attributes | Slash

Attribute Slash Pierce Strike Fire Ice Elec Wind Light/Dark A-EXP 60

Weak affinity — — 無 — Weak Resist

EXP 160 MAG 350

Money 125

Drops Normal Hanged Man's White Mask

Rare Item —

Main Skills Great Slash, Midnight Sword · Fudō, Raging Edge

Main Appearances Tower of Heretical View, Tower of Blind Faith, Tower of Arrogance, Heavenly Giant Face, Dread King Star

LV. Undead

67 Skeleto the Renegade・Spear

HP 1320 | Attack attribute | Pierce

Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 60

Affinity Resistant Resistant-Weak — — None — Weak Resist

EXP 166 MAG 351

Money 118

Drop Normal White Mask of Justice

Item Rare Elixir

Main Skills: Charge, Stunning Strike, Abyss Drop, Ice Bludgeon

Main: "Tower of Heresy, Tower of Blind Faith, Tower of Insolence, Heavenly

Appearances: Giant Face, Terror King Star

LV. Undead
67 Heretic Skelet · Bow
HP 1200 | Attack Attribute 壊
EXP 169 | MAG 338
A-EXP 60 | Money 112

Attribute Affinity: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Weak to resist resist -- None — Weak Resist

Drop Common White Mask of the Tower
Item Rare Moon Goddess's Ice Bow

Main Skills: Crushing Shot, Rapid Shot, Kandeon

Main Spawn Locations: Tower of Evil Gaze, Tower of Blind Faith, Tower of Arrogance, Heavenly Giant Face, Fear King Star

LV. Ningen
88 Silver Queen Homo-Tenta
HP 6666 | "Attack Attribute Pierce
EXP 1500 | MAG 2000
A-EXP 1000 | Money 2500

Attribute Affinity: Slash Pierce Fire Ice Lightning Wind Light Dark
|-|-|RejRejRejRejRej Rej
RejRejRejRejRej Rej

Drop Common Atilt's Mirror of Reflection
Item Rare Incense of Vitality

Main Skills: Raging Edge, Megidola, Gaburizaton, Gasaikuro, Mahamudain, All Reset, Breath of Battle, Instant Recovery

Main Appearances: Tyrant Star

LV. Ningen
62 Silver Homo Tenta
HP 1000 | Attack Attribute Pierce
EXP 120 | MAG 300
A-EXP 50 | Money 200

Attributes Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity --- Abs Abs AbsAbsAbsAbs

Drop Common Empress's White Mask
Item Rare Magic Pill

Main skills Toothbrush, Fierce Charge, Hamadain, Mudain, Megidola, Tetrakarn

Main Appearances: Heavenly Giant Face, King-Star

LV. Ningen
45 Silver Homo Tenta (Arena)
HP 1400 | Attack Attribute Pierce
EXP 0 | MAG 0
A-EXP 0 | Money 0

Attribute 斬 突 壊 Lightning Wind Light Dark
Affinity-|- AbsAbsAbsAbsAbsAbs

Drop Normal —
Item Rare —

Main Skills: Cyclone, Mudodyne, toothbrush

Main Appearances: Arena (Silver 3rd Class)

LV. Demonic Insect
37 Papiluga
HP 655 | Attack Attribute Pierce
EXP 70 | MAG 159
A-EXP 30 | Money 50

Attribute Affinity: Slash Pierce Bash Fire Ice Lightning Wind Light Dark
— Weak — Repel Resis Resis Weak Repel Weak

Drops Common Magic Bullet
Item Rare —

Main: Gabottora, Gattona, Great Scale Powder Attack, Madness Scale Powder,
Skills: Makarakarn, Media

Main Spawn Locations: Dragon Capital, Abandoned Road

LV. Demon Insect
※20 Papylos
HP 350 | Attack Attribute Pierce
EXP 18 | MAG 92
A-EXP 30 | Money 37

Attribute Affinity: Slash/Pierce Strike/Fire/Ice/Lightning Wind/Light/Dark
— 5 — Res Res Res Weak Repel Weak

Drops Common Magic Bullet
Item Rare —

Main: Mahama, Hamaon, Charm Powder, Scale Powder Attack, Tetrakarn
Skills: Mahatarukaja, Medica

Main: Giant Sand Worm Nest, Goblin Den, Gracia Forest
Spawn Locations: Forest, Dragon Palace Temple, Tatsushuku City

LV Demon Beast
No. 4 Dog Hando
HP 100 | "Attack Attribute] Bash
EXP 2 | MAG 2
A-EXP 10 | Money 3

Attribute Affinity: Slash Pierce Strike Fire Ice Elec Wind Light/Dark
- | - | Box Box — — — —

Drop Normal Rough Fur
Rare Item —

Main Skills: —

Main Appearances: Regalis Cathedral

LV. Spirit
50 Light Elementa
HP 3500 | Attack Attribute Light
EXP 10 | MAG 3500
A-EXP 800 | Money 3500

Attribute: Slash/Pierce/Fire Ice Lightning/Wind/Light/Dark
*8± -|-|-|-| — — Weakness resistance

Drop Normal Pegasus Breath
Item Rare Turquoise

Main Skills: —

Main Appearances: Permafrost Forest, Tower of Insolence

LV. Demi-human

Goborn, the 16-Person Slayer

HP 335 | Attack Attribute: Slash

Attribute 斬 Pierce/Fire Ice Lightning, Wind, Light, Dark
*81 ± - | - | - | - | - | - | - | - | —

Main Skills: Slash, Great Slash, Critical Strike, Abyss Drop, Rampage

EXP 17 | BE 35
A-EXP 20 | Money 33

Drop Common Herb
Item Rare Fine Rusted Long Weapon

Main Appearances: Belega Corridor

LV. Demi-human

18-Person Slayer Goboln Est

HP 415 | Attack Attributes: Slash

Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark A-EXP 20
*8 - | - | - | - | - | - — | — | —

Main Skills: Great Severance, Great Strike, Impure Strike, Rampage, Round Sword

EXP 27 | MAG 41
Money 34

Drop Common Potion
Item Rare Iron Knuckle

Main Appearance Location: Bandit Hideout, Goblin Den, Malevolent Gaze Tower

CV. Demi-Human

351 Man-Slayer Goborn Est (Arena)

HP 985 | [Attack Attribute] Slash

Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | — | — | — | — | — | —

Main Skills: Great Severance, Great Strike, Impure Strike, Rampage, Round Sword

EXP 0 | MAG 0
A-EXP 0 | Money 0

Drop: Common —
Item: Rare —

Main Appearances: Arena (Class 3)

LV. Demi-human

43 Man-Slayer Goborn Ligo

HP 1000 | Attack Attribute | Slash

Attribute Slash Thrust Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | - | - | - | - | - | - |

EXP 91 | MAG 67
A-EXP 30 | Money 109

Drop Normal High-Grade Healing Medicine
Item Rare Icrin Varn

Main Skill: Abyss Drop, Darknight Sword: Immovable, Raging Edge, Rampage, Sword Focus

Main Appearances: Rogues' Hideout

LV. - Demon Beast

221 Man-Eating Manjura (Bounty)

HP 1700 | Attack Attribute Slash

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — | — | Weak None Weak | - | - | - | —

A-EXP 250

Main Skills: Needle Attack, Strong Needle Attack, Poison Needle, Roar, Fire Breath

EXP 500 | MAG 400
Money 500

Drop Normal Bone Helm
Item Rare Rusted Weapon

Main Appearances: Tradia Desert

LV. Mimetic creature

33 Treasure Imitex

HP 3000 | Attack Attributes Break

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 160
** ---- — | — | — | Weak Resist

Main Skill: Drowsy Air, Heavy Strike, Severe Strike, Brain Drop, Abyss Drop, Spendthrift Money

EXP 250 | MAG 350
Money 800

Drop Normal Hero's Light Leaf
Item Rare Graceful Holy Water

Main Appearances: Unknown Ruins, Tower of Evil Sight, Capital of the Dragon Festival

LV. Mimetic creature

32 Hidden Treasure Imitekus (Quest)

HP 2800 | Attack Attribute | Strike

Attributes Slash Pierce Slash Fire Ice Lightning Wind Light Dark A-EXP 300
*耐性--Weak Resist

Main Skill: Drowsy Air, Heavy Strike, Severe Strike, Brain Drop, Abyss Drop, Spendthrift Money

EXP 990 | BE 200
Money 2500

Drop Normal Graceful Holy Water
Item Rare Crescent Moon Medallion

Main Appearances: Abandoned Tomb

LV. Beast

56 Kimenzaan, Ice Beast (bounty target)

HP 5500 | Attack Attribute Break

Attribute Slash Pierce Strike Fire Ice Electric Wind Light Dark A-EXP 850
Affinity | - | - | Weak Absorb [Null Weak | — | —

Main skills: Battle Breath, Ice Claw, Frenzied Claw, Tear Apart, Gabriza
Skills: Ton, Blizaton, Megidra

EXP 4200 | MAG 2000
Money 1750

Drop: Normal Divine Beast Talisman
Item: Rare New Moon Hair Ornament

Main Appearances: Permafrost Forest

LV. Undead
¥35 Fatoritch

HP 3500 | Attack Attribute 壊

Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity — — Weak Reflect Reflect Reflect Reflect Weak Reflect

EXP 142nA-EXP 80 | MAG 420 | Money 180

Drops Normal Necro Stone
Item Rare Magic Fluid

Main: Mudoon, Mahamudo, Mahamudoon, Mudodyne, Hyper,
Skill: Curse Incantation

Main Appearances: Random encounters while moving around the Virga Island area in the armored tank

LV. Undead
35 Fatorich (bounty target)

HP 3500 | 「Attack attribute | Blunt

Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity — — Weak Reflect Reflect Reflect Reflect Weak Reflect

EXP 1200 | A–EXP 800 | MAG 1200 | Money 500

Drops Normal White Mask of the Hanged Man
Item Rare Éclair Rod

Main Mududain, Mahamudon, Mudoon, Mahamud, curse
skills: Kotodama, Hyper, Soul Cry

Main Appearances: Tomb of Lamentation

LV. Undead
50 Wrath Spect

HP 900 | Attack Attribute Destruction

Slash Pierce Fire Ice Lightning Wind Light Dark
Attribute 壊
Affinity Rep Rep Rep Abs Weak — — — — — Weak —

EXP 32 | A-EXP 32 | MAG 92 | Money 49

Drop Normal Destruction Hammer
Item Rare —

Main: Self-Destruct, Extreme Self-Destruct, Irritating Air, Boatna, Kan
Skills Deon, Randomizer

Main Appearances 顔: Abandoned Road, Mount Vulcano, Heaven's Giant

LV. Undead
19 Soldier Skeleton ・ Sword

HP 400 | 「Attack Attribute」 Slash

Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity Weak Weak Res
耐 耐 Weak Weak Res — —

EXP 27 | A–EXP 20 | MAG 33 | Money 27

Drop Normal Medicine
Item Rare Skeleton Soldier's Sharp Sword

Main Skills: Mijin Slash, Round Sword

Main Appearances: Underground Ossuary

LV. Undead
19 Soldier Skeleton · Spear

HP 380 | |Attack Attribute| Pierce

Attribute Slash Pierce Bash Fire Ice Light Lightning Wind Light Dark A-EXP 20
Affinity 耐 耐 Weak — — 無 — Weak Resist

EXP 24 | MAG 34 | Money 25

Drop Common Medicine
Item Rare Skeletal Soldier's Savage Spear

Main Skills: Heavy Strike, Great Slash, Slash Parry

Main Appearances: Underground Ossuary

LV. Undead
19 Soldier Skeleton · Bow

HP 364 | |Attack Attribute| Destruction

Attributes Slash Pierce Fire Ice Wind Light Dark
Affinity Weak None 耐 耐 — — None Weak Resist

EXP 25 | A-EXP 20 | MAG 36 | Money 30

Drop Common Cheat Dice
Item Rare Skeleton Soldier's Breastplate

Main Skills: Consecutive Shots, Drizzle Shot

Main Appearances: Underground Ossuary

LV. Undead
12 Sergeant Skelet ・ Sword

HP 280 | |Attack Attribute| Slash

Attributes 斬 突 壊 Fire Ice Thunder Wind Light Dark A-EXP 20
Affinity Resist Resist Weak — — None — Weak Resist

EXP 18 | MAG 28 | Money 21

Drop Common Herb
Item Rare Fine Mud-Caked Blade

Main Skills: Mijin Slash, Round Sword

Main Appearances: Regalis Cathedral

LV. Undead
12 Sergeant Skelet ・ Spear

HP 260 | |Attack Attribute| Pierce

Attribute Slash Pierce Strike Fire Ice Thunder Wind Light Dark A-EXP 20
Affinity Resist Resist Weak — — Nu — Weak Weak Resist

EXP 16 | MAG 26 | Money 19

Drop: Common Herb
Item: Rare Silver Knight Lance

Main Skills: Power Strike Slash Sweep

Main Appearance location Regalis Cathedral

LV. Orb Undead
12 Sergeant Skelet · Bow
HP 254 Attack Attribute Break

Attribute: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity: Res Res Weak | — | — | Null Weak Res

EXP 14n20 MAG 29
A-EXP Money 22
Drop Normal Old Coin
Rare item Silver Greaves
Main Skills: Consecutive Shots, Drizzle Shot
Main Appearances: Regalis Cathedral

LV. Soft-bodied creatures
¥40 Benepetia
HP 832 「Attack attribute | Blunt

Attribute 斬 Break, Fire, Ice Th Wind, Light, Dark A-EXP 30
*8 --- Resist, Weak, Resist

EXP 79 MAG 81
Money 74
Drops Common Scrap Iron
Item Rare —
Main Skills: Crush Bite, Flame Fang, Flame Breath, Deadly Poison Breath
Main Appearances: Dragon-Blessed Capital

LV. Mimetic creature
※63 Rampaging Statue Gargostarts
HP 1270 「Attack Attribute] Pierce

Attributes Slash Pierce Earth Fire Ice Lightning Wind Light Dark A-EXP 50
Affinity Eater 無 — Resistant Resistant Weak — —

EXP 156 MAG 398
Money 125
Drop Normal Demon White Mask
Rare Item Corrupted Great Weapon
Main Skills: Bewitching Evil Eye, Inferno Vortex, Crimson Flame Flower, Kandion, Ferocious Charge Makarakarn, Surging Rage
Main Appearances: Giant Face of Heaven

LV. Mimetic creature
30 Bottle Po
HP 580 |Attack Attributes Slash

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 10
相性 — — 無 耐 耐 弱 — — —

EXP 17 MAG 14
Money 8
Drop Normal Unglazed Octopus Pot
Item Rare —
Main Skill: Ink Spit, Heavy Blow, Great Smash Blizzara
Main Appearances: Tower of Evil Sight, Capital of Tatsushuku

LV. Mimetic creature
43 Potolpo Velda
HP 780 |Attack Attributes Slash

Attribute: Slash Pierce Crush Fire Ice Electric Wind Light Abyss
Affinity: — — Immune Resistant Resistant Weak Absorb — —

EXP BE 40
39nA-EXP 20 Money 41
Drop Regular Plain Earthen Octopus Pot
Rare Item —
Main Skills: Ink Spit, Great Smash, Painful Heavy Blow, Cyclone
Main Appearances: Land of Rituals

LV. Mimetic creature
55 Potorupo • Burua
HP 888 |Attack Attribute Slash

Attribute: Slash/Pierce Strike/Fire Ice Lightning Wind Light Dark A-EXP 30
Affinity: — — [Null Resist Reflect Weak — — —

EXP 62 MAG 92
Money 63
Drop Normal Unfired octopus pot
Item Rare Spirit Water of Grace
Main Skills: Ink Spit, Great Smash, Agonizing Blow, Ice Pain Strike, Prizaton
Main Appearances: Tower of Evil Sight, Mansion of the Celestials

LV. Ningen
15 Homooppo
HP 1000 |Attack Attribute| Strike

Attribute: Slash/Pierce/Bash/Fire/Ice Wind Light Dark
Affinity: — — Weak — — — — — —

EXP BE 100
60nA-EXP 30 Money 40
Drop Normal: Tornado Bottle
Rare Item —
Main Skills: Corruption Skewer, Focused Thrust, Dust of Oblivion, Breath of Wind
Main Appearances: Regalis Cathedral

LV. Ningen
3 Homo Oppo (Northern Border Fortress)
HP 200 | Attack attribute Break

Attribute: Slash Pierce Strike Fire Ice Elec Wind Light Chamber
Affinity | - | - | - | - | - | — | — | — |

EXP 4 BE 20
A-EXP 0 Money 10
Drop Common Herb
Rare Item —
Main Skills: Focused Thrust
Main Appearances: Northern Border Fortress

LV.SHTS Ningen
45 Homo Orelon
HP 3000
Attack Attribute Slash
EXP 300 MAG 500
Money 1000
Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 150
Affinity |-|-|-|-|-|3|-|-|
Drop Common Hero's Fruit
Item Rare —
Main: Brain Drop, Fierce Charge, Raging Edge, Death Game,
Skills: Battle Breath, Sure-Hit Stance, Pierce Booster, Firm Stance
Main Appearances Dragon-Blessed Capital

LV. Ningen
26 Homo Casco
HP 1000
「Attack attribute | Blunt
EXP 120 MAG 233
Money 110
Attribute Slas Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 80
Affinity: resist, null, weak — · · Weak — — —
Drop Common Gran Iron
Item Rare Black-Dyed Amet
Main: Earth Stomp, Slam, Smash, Mudoon, De
Skills: Kaja
Main Appearances Criante Castle

LV. Ningen
69 Homo Sandro
HP 8000
|Attack Attribute| Destruction
EXP 4500 MAG 3000
400nA-EXP
Money 223
Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity Resist Resist Weak — — Reflect Resist —
Drop Normal Angel's Talisman
Item Rare Golden Armor
Main Candeon, Gacandeon Breath of Battle, Hyper, Smash
Skills Break, Earth Stomp, Instant Recovery
Main Appearances |Unknown Ruins

LV. Ningen
41 Homo Strum
HP 2300
「Attack Attribute] Break
EXP 156 MAG 350
A–EXP 50 Money 122
Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity 弱 — — Resist Resist Weak Reflect Resist Resist
Drop: Normal White Mask of the Priestess
Item: Rare Storm Brio
Main: Cyclone, Gacyclone, Fury One-Handed Pan (physical), Fury
Skills Fury One-Handed Pan (magic), Smash, Break Smash
Main
Spawn Location: City of the Dragon Festival

LV. 2 Ningen
Homo Tenta
HP 60
Attack Attribute Pierce
EXP 2 MAG 5
Money 2
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 10
Affinity — Weak — Endurance — None — — —
Drop: Normal Herb
Item: Rare —
Main Skills —
Main Northern Border Fortress, Nord Abandoned Mine, Regali
Spawn Location: s Cathedral, King Star

LV. Ningen
¥45 Homo Tenta (Arena)
HP 1400
"Attack Attributes Pierce
EXP 2000 MAG 3500
Money 2500
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 350
Affinity — — — — — — — — —
Drop Normal —
Rare Item —
Main Skills Great Charge, Tooth Flare
Main Appearances Arena (Silver 3rd Class)

LV.O Ningen
22 Homophios
HP 900
|Attack Attribute| Break
EXP 90 BE 100
Money 100
Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark A-EXP 50
Affinity - | - | - 3 Reflect Resist Resist Resist
Drop Common Freezing Magic Ice Pillar
Item Rare Kurogane Headband
Main: Fish Oil Dance, Blizzard, Gabrizzard, Ice Strike, Great Strike,
Skill Frenzied Roar
Main Appearances Criante Castle

LV. Ningen
25 Homo Phios (Event Battle)
HP 777
|Attack Attributes Break
EXP 200MAG 400
Money 200
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 200
Affinity -|- — Weak Reflect Resist Resist Resist Resist
Drop Normal Frozen Magic Ice Pillar
Item Rare Kurogane Forehead Protector
Main Skills Fish Oil Dance, Mahan-Sukunda, Blizzard, Rampage, Ice Strike
Main Appearances Inside the Belly of the Great Sand Worm

LV. Ningen
41 Homo Physic

HP 1560 | Attack Attribute | 突

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | - | — | Reflect | Weak

EXP 140 | MAG 133
A-EXP 50 | Money 582

Drops Normal Moon White Mask
Item Rare Moss-Covered Curiosity

Main Skills: Corruption Impalement, Hell Thrust Frenzied Roar, Breath of Light

Main Appearances: Dragon-Blessed Capital

LV. Ningen
20 Homofurukiro

HP 1550 | Attack Attributes | Slash

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 100
Affinity — | 55 | — | — | 55 | — | Reflect | Resist

EXP 120 | MAG 100
Money 100

Drops Normal Fire-Repelling Straw Hat
Item Rare —

Main Skills: Flapping, Numbing Strike, Incineration of Vanity, Great Strike, Breath of Light

Main Appearances: Regalis Cathedral

LV. Ningen
10 Homofurukiro (Event Battle)

HP 2300 | Attack Attributes | Slash

Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark
Affinity — | Weak | — | — | 55 | Resist | Resist | — | —

EXP 200 | MAG 600
A-EXP 100 | Money 1000

Drop: Common Magical Fluid
Item: Rare —

Main Skill: Bot, Gabot, Heavy Strike, Vitalja, Incineration of Vanity, High Par

Main Appearances: Nord Abandoned Mine

LV. Ningen
45 Homo Freimo

HP 3500 | Attack Attributes | Slash

Attributes 斬 突 壊 Fire Ice Thunder Wind Light Dark
Affinity | - | - | - | - | - | 弱 | - | — |

EXP 850 nA-EXP 400 | MAG 1000
Money 1000

Drop: Common Kitchen Knife, Sliced Three Ways
Item: Rare Power Incense

Main Skill: Skull-Crushing Blow, Fierce Charge, Raise Slash, Battle Breath, Standing Firm, Death Game

Main Appearances: Dragon-Blessed Capital

LV. Ningen
65 Homo Freimo (Event Battle)

HP 7000 | Attack Attribute | Slash

Attribute Slash, Pierce, Fire, Ice, Thunder, Wind, Light, Dark A-EXP 200
*819 - | - | - | - | - | - | - | 弱 | —

EXP 500 | MAG 500
Money 1000

Drop Common Hero's Fruit
Item Rare —

Main Skills: Skull Drop, Fierce Charge, Battle Breath, Raise Slash, Death Game, Guaranteed Stance, Booster Pierce Booster, Benevolent King Standing Royally

Main Appearances: Heavenly Giant Head

LV Ningen
70 Homo Freimo (Roaming Heavenly Giant Face)

HP 9000 | Attack Attributes | Slash

Attribute Slash, Pierce, Fire, Ice, Thunder, Wind, Light, Dark A-EXP 200
Affinity - | - | - | - | - | 弱 | — | — | —

EXP 500 | MAG 500
Money 1000

Drop Common Hero's Fruit
Item Rare —

Main Skills: Mudodyne, Fierce Charge, Battle Breath Raise Slash, Mahamudodyne, Death Game, Guaranteed Stance, Slash Booster, Pierce Booster, Standing Royally

Main Appearances: Giant Face of Heaven

LV. Ningen
¥43 Homo Frostin

HP 3050 | Attack Attribute | Slash

Attribute Slash, Pierce, Crush, Fire, Ice 雷 Wind, light, darkness A-EXP 50
Affinity — | Weak | — | — | Repel | — | — | Resist

EXP 161 | MAG 302
Money 267

Drop Common Frozen Magic Ice Pillar
Item Rare High-quality Moss-covered Old Clothes

Main Skill: Ice Breath, Ice Strike, Blizzardon, Gabrizon, All Skill Reset, Incineration of Vanity

Main Appearances: Dragon-Blessed Capital

LV. Ningen
50 Homo Pento (Quest)

HP 5000 | Attack Attribute | Slash

Attribute Slash Pierce Strike Fire 雷 Wind Light Dark EXP -600
*81 --- | — | Weak | II | — | Resist | Weak | —

EXP 2000 | MAG 2000
Money 2000

Drop Common War God's Talisman
Item Rare Ascetic's Staff

Main Skill: Battle Breath, Shockwave, Muddine, Cyclone, Curse, Kotodama, Raging Wind, Great Strike, Instant Recovery, Soul Cry

Main Spawn Location: Ritual Ground

LV. Ningen

64 Homo・Marhera

HP 2360 |Attack Attribute| Slash

Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark
*8 - | - | - | - | - | — | Repel Weak Absorb

EXP	202	MAG	440
A-EXP	70	Money	193

Drop Normal Pope's White Mask
Item Rare Expert's Hachimaki

Main Appearances Giant Face of Heaven

Main: Raging Wind, Shockwave, Mudodyne, Mahmudodyne, Great
Skill Heavy Strike, Cursed Incantation, Breath of Battle, Soul Cry

LV. Ningen

¥73 Homo・Ruano

HP 10000 Attack Attribute Break

Attributes: Slash, Pierce, Fire, Ice, Lightning, Wind, Light, Dark
Affinity: Weak, Reflect, Resist, Resist, Resist, Resist, Resist
Reflect, Resist, Resist, Resist, Resist, Resist

EXP	300	MAG 600
A-EXP	100	Money 200

Drop Common Priestess's White Mask
Item Rare Blazing War Fan

Main Appearances Tower of Evil Views, Tower of Blind Faith, Tower of Insolence

Main: Boattna, Gaboatt, Furious One-Handed Pot (Physical), Furious
Skill One-Handed Pot (Magic), Great Strike, Smash, Instant Recovery

LV. Ningen

75 Homo Luano (Arena)

HP 15000 Attack Attribute Destruction

Slash Pierce 壊 Ice Lightning Wind Light Dark
Attributes 耐 耐
Affinity Resist Resist Resist Resist Resist Resist Resist

EXP	5000	MAG	5000
A-EXP	500	Money	10000

Drop Normal —
Item Rare —

Main Appearances Arena (Gold Rank 1)

Main Skills Boattna, Gaboatt, Blizaton, Gablizaton, Kan
Deon, Gakandeon, Cyclone, Gacyclone, Abyss
Drop, Furious One-Handed Pot (Physical), Furious One-Handed Pot (Magic)

LV. Ningen

69 Homo Luma

HP 7500 |Attack Attribute| Break

Attributes Slash Pierce Smash Fire Ice Lightning Wind Light Dark
Affinity - - - 3 Resist Resist Resist Reflect Weak

EXP	555	MAG 500
A-EXP	200	Money 353

Drop: Normal Pegasus Breath
Item Rare High-quality Magic-Corroded Staff Weapon

Main Spawn Locations Giant Face of Heaven

Main Fish Oil Dance, Fish Oil Frenzy, Flame Strike, Numbing Strike, Hamada
Skill In, Mahanmadain

Undead

68 Magic Bone Magireto

HP 1250 |Attack Attribute| Break

Attribute Slash Pierce Crash Fire Ice Lightning Wind Light Dark A-EXP 70
Affinity - 耐 Weak — — 無 — Weak Reflect

EXP	140	MAG	397
		Money 93	

Drop Normal Magician's White Mask
Item Rare Magic Orb

Main Appearances Heavenly Giant Face, King-Star

Main attacks: Kandeon, Gakandeon, Cyclone, Gacyclone,
Skill: Megidola, Drowsy Air

LV. 2 Mimic Creature

36 Gargosta Statue

HP 780 "Attack attribute: Pierce

Attribute Slash Pierce Bash Fire Ice Lightning Wind Light Dark A-EXP 30
Affinity 無 None — — — Resist, Weak, Resist

EXP	99	MAG	108
		Money 91	

Drop: Normal Devil White Mask
Item: Rare Moss-covered Heavy Armor

Main Appearances Dragon Palace Temple, Heaven's Giant Face

Main Intimidating Gaze, Mudodyne, Mahamudodyne, Kandeon,
Skills: Fierce Charge, Rising Rage

Long Beast

35 Manjura

HP 3500 |Attack Attribute| Slash

Attribute 斬 突 壊 Fire Ice Lightning Wind Light/Dark A-EXP 100
Affinity - - Weak Null — — — —

EXP	200	BE 300
		Money 275

Drop Normal White Mask of the Tank
Item Rare Crane Armor

Main Appearance locations: Tradia Desert, Gracia Jungle, Dragon Palace location Temple

Main Skills Strong sting attack, poison needle, paralysis needle, battle cry, flaming breath

Mimetic creature

335 Water Insect Valmo

HP 1270 |Attack Attribute| Strike

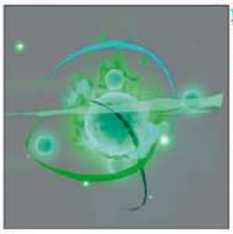
Attribute Slash Pierce 壊 Fire Ice Lightning Wind Light Dark A-EXP 40
Affinity — — — — Absorb Weak — — —

EXP	114	MAG 78
		Money 71

Drop Common Sand Worm Meat
Item Rare Moss-covered Relic

Main Appearances Circle Sign

Main Ice Fang, Bite, Freezing Mist, Strong Acid Digestive Fluid, Energy
Skill Steal



LV.SHTS Hand Spirit
30 Emerald Elementa
HP 1800 | Attack Attribute | Wind
EXP | BE 1500
10nA-EXP 400 | Money 1500
Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Hell
Affinity |-|-|-|-|-3 Resist
Drops Common Storm Magic Flute
Item Rare Amethyst
Main Skills —
Main Appearances Gracia Jungle, Tomb of Lamentation, Tower of Evil Gaze

LV. Bird monster
28 Raptor Corvo
HP 579 Attack Attribute Pierce
EXP 36 | MAG 58
Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Dark A-EXP 20 | Money 51
Affinity |図|-|-|-|-
Drop Common Thunder Stone
Item Rare —
Main Skills Advance, Great Charge, Kandera, Gakandera
Main Appearances Glacia Jungle, Dragon Palace Temple, City of Dragon Blessings, Tower of Blind Faith

LV. Mimetic creature
28 Mimic Imitec
HP 1800 Attack Attribute Break
EXP 180 | MAG 200
A-EXP 130 | Money 650
Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark
相性 — — — — — — — Weak Resista
Drop Common Hero's Light Leaf
Item Rare Water of Blessing
Main Skills Drowsy Air, Heavy Blow, Great Strike, Brain Drop, Yoi-go-shi no Money Toss, Energy Steal
Main Appearances Criante Castle, Abandoned Tomb, Tomb of Lamentation

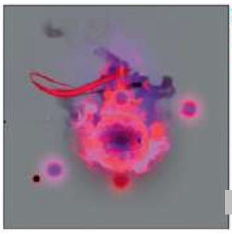
LV. Undead
75 Moldirich
HP 10000 Attack Attribute Break
EXP 666 MAG 1000
A–EXP 666 | Money 250 250
Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Affinity Weak Resist Resist Resist Resist Resist Resist
Drop Normal Grim Reaper's White Mask
Item Rare Immortal King's Robe
Main Skills Death Scythe, Hamadain, Mahanmadain, Mahamudain, Megidola, Tetrakarn, Hyper, Virdalda
Main Appearances Heavenly Giant Face, King-Star

LV. 2000 Soldiers
54 Montario Army・Spearman
HP 5000 | Attack Attribute | Pierce
EXP 0 | MAG 0
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 0 | Money 0
Affinity Bind Absorb --- —
Drop: Common Hermit's White Mask
Item: Rare Slash-Proof Tapestry
Main: omnipotence of magic, Lightning Thrust, Hell Thrust, Magic reflection of magic,
Skills: Complete Erasure of Magic, Magic Weakening Circle, Magic Fortress Circle, Blessing of Life
Main Appearances Permafrost Forest

LV.7 Giant Bird
9 Wind Korbo
HP 160 | Attack attribute | Pierce
EXP 9 | MAG 13
Attributes Slash/Pierce Strike/Fire Ice/Lightning/Wind Light/Dark A-EXP 10 | Money 15
Affinity — 55 — — — — — — —
Drop Common: Shiny Stone
Item Rare —
Main Skills Charge
Main Appearances Nord Abandoned Mine, Tradia Desert

LV. Beast
1 Wild Dog Houndo
HP 80 | Attack Attribute | Strike
EXP | MAG 2
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light/Dark A-EXP 10 | Money 3
Affinity |-|-|-|-|-|
Drop Normal Rough Fur
Rare Item —
Main Skills —
Main Appearances Northern Border Fortress, Nord Abandoned Mine

LV. Demonic Insect
48 Nightlight Butterfly Papilmas
HP 777 | Attack Attributes Pierce
EXP 77 | MAG 200
Attribute 斬 Pierce Fire Ice Thunder Wind Light Dark A-EXP 50 | Money 77
Affinity — Weak Resist Resist Resist Weak Resist Weak
Drop Normal Magic Orb
Item Rare Ice Scale Powder
Main Skills Hamadain, Mahamandain, Large Scale Powder Attack, Charming Powder, Makarakarn, Medical
Main Appearances The Celestial Being's Mansion, Eternal Ice Forest



LV.24 Spirit

55 Dark Elmenta

HP 4500 | Attack Attribute 闇

EXP 10 | MAG 6000
A-EXP 1000 | Money 6000

Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity - | - - — — — — — Weak Resist

Drop Normal Lord of Flies' Breath
Item Rare Opal

Main Skills —

Main spawn locations: Ruins of Unknown Origin, Heavenly People's Mansion, Abandoned Road, Mount Urcano, Great Heavenly Face

LV. Mimic Creature

¥49 Snow Bug Varmo

HP 1350 | Attack Attribute | Strike

EXP 110 | MAG 122
Money 199

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 40
Affinity - | - | weak absorb — — —

Drop Common Sandworm Meat
Item Rare Small Crystal Armor

Main Icy Secretion, Ice Fang, Freezing Mist, Strong Acid Digestive Fluid, E
Skill Naji-Steal

Main Appearances: Permafrost Forest

LV. Demihuman

16 Bowman Borun

Tabgadd | Attack Attribute Break

EXP 19 | MAG 41
A-EXP 20 | Money 16.

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | - — — — — —

Drop Common Paralysis Arrow
Item Rare Rusted Accessory

Main Skills: Rapid Shot, Barrage Shot, Rampage

Main Spawn Locations: Berega Corridor, Evil-Gaze Tower

LV. Demihuman

18 Bow-user Born Est

HP 368 | Attack Attribute | Break

EXP 25 20nA-EXP | MAG 36
Money 34

Attributes: Slash Pierce Fire Ice Lightning Wind Light Dark 壊
*8± - | - | - | - | — | — | — | —

Drop Common Paralysis Arrow
Item Rare Goblin Old Bow

Main Skills | Shattering Shot, Barrage Shot, Rampage

Main Appearance Location: Tower, Bandit Hideout, Goblin Den, Malevolent Gaze

LV. Demihuman

35 Bowman Goborn Est (Arena)

HP 938 | Attack Attribute Blunt

EXP 0 | MAG 0
Money 0

Attribute Slash Pierce Fire Ice Thunder Wind Light Dark AEXP 0
8 - | - | - | - | - | — — — —

Drop Normal —
Rare Item —

Main Skills: Shattering Shot, Barrage Shot, Rampage

Main Spawn Location Arena (Bronze Rank 3)

LV. Demihuman

No. 43 Goborun Riigo

HP 950 | Attack attribute Blunt

EXP 92 | BE 60
Money 102

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 30
Affinity - | - | - | - — — — — —

Drop Common Paralysis Arrow
Item Rare Seasoned Lute Bow

Main Skills: Shattering Shot, Barrage Shot, Rampage

Main Appearances: Rogues' Hideout

LV. Beast

64 Lava Manjura

AITE 9500 | Attack Attribute | Slash

EXP -EXP 554200 | MAG 638
Money 1508

Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark
Affinity Item 耐 Weak Reflect Weak — — — Repel

Drop Common White Mask of the Tank
Item Rare Red Lion's Breastplate

Main strong needle attack, Fire Needle, Curse Needle, Thunder Thrust, Dark Breath, Fire
Skills Breath Roar

Main Appearances: Mt. Vulkano

LV. Demonic Insect

37 Labovesp

HP 808 | Attack Attributes Pierce

EXP 77 | MAG 79
Money 150

Attribute Slash Pierce Bash Fire Ice Lightning Wind Light Dark A-EXP 30
Affinity — 55 — Drain — Null Weak — —

Drop Normal Sleeping Thorn
Item Rare —

Main ear-splitting buzzing, Impure Needle, Fire Needle, strong needle attack, Maha Suk
Kaja

Main Appearances: Dragon-Blessed Capital

LV. Soft-bodied creatures

33 Land Dweller Shuper

HP 670 「Attack Attribute」 Slash

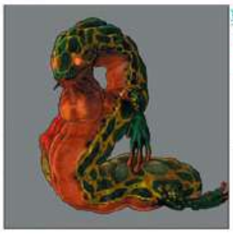
Attributes Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Affinity Weak Null Absorb Weak

EXP 85nA-EXP 30 | MAG 79 | Money 92

Drop Normal Hermit's White Mask
Item Rare Captor's Rope

Main corrosive fluid, Agonizing Strike, Ice Strike, Flame Strike, Bliza
Skill Ton, Life Steal

Main Appearances Circle Sign



LV. Soft-bodied creatures

59 Rigopetia

HP 3800 "Attack attributes | Break

Attributes Slash Pierce Bash Fire Ice Lightning Wind Light Dark A-EXP 60
Affinity | - | - | Resist Weak | — | 無 | — | —

EXP 135 | MAG 349 | Money 128

Drops Normal Fire-Breathing Fang
Item Rare Corrupted Old Clothes

Main Skills Bite, Fiery Fang, Wind Breath, Numbing Stench

Main Appearances Abandoned Road

LV.2 Humans

16 Louis Army · Sword Captain

HP 500 [Attack Attribute] Slash

Attribute 斬 Fire, Ice, Thunder, Wind, Light, Dark
Affinity - | - | — | — | Weak ----

EXP 28nA-EXP 20 | MAG 57 | Money 94

Drop: Common High Grade Healing Medicine
Item Rare Silver Mail

Main Skills Mijin Slash, Round Sword, Flame Strike, Magic Flame

Main Appearances Regalis Cathedral

LV. 人

10 Louis Army·Spear Soldier

HP 500 |Attack Attributes | Pierce

Attribute Pierce 壊 Fire Ice Thunder Wind Light Dark
Affinity - | - | — Weak — | — | — | — | —

EXP 30 A-EXP 30 | MAG 10 | Money 225

Drop: Common Swift Anklet
Item Rare —

Main Skills Power Thrust, Arcane Storm, Hell Thrust

Main Appearances Regalis Cathedral (sleeping soldier)

LV. Human

8 Louis Army Spear Captain

HP 200 "Attack attribute: Pierce

Slash Pierce Fire Ice Lightning Wind Light Dark AEXP -10
Attribute Affinity — | — | — | 55 | — | — | — | — | —

EXP 11 | MAG 15 | Money 32

Drop Normal Medicine
Item Rare Enchanting Lipstick

Main Skills Power Thrust

Main Appearances Regalis Cathedral

LV. 人

29 Louis Army Spear Captain (watchman)

HP 900 [Attack Attribute] Pierce

Attributes Slash Pierce Fire Ice Lightning Wind Light Dark A-EXP 20
Affinity - | - | Weak | — | — | — | — | —

EXP 30 | MAG 85 | Money 200

Drop Normal Medicine
Item Rare Thick Poetry Collection

Main Skills Hell Thrust Grand Lightning of Sorcery, Gale of Sorcery

Main Appearances Flying Tank Caladrius

LV. 人

16 Louis Army · Magic Corps Captain

HP 800 |Attack attribute] Strike

Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Dark A-EXP 150
Affinity — Weak — Res Res Res Res Res Res Res

EXP 200 | BE 200 | Money 500

Drop Normal Light Magic Device
Item Rare Ice Staff

Main: Magic Power Formation, Magic Iron Wall Formation, Magic Weakening Formation, Magic
Skill of Darkness, Magic of Holiness, Magic of Flame, Magic of Transcendence

Main Appearances Regalis Cathedral

LV. 人

8 Louis Army · Magic Soldier

HP 210 | Attack attribute Break

Attribute Slash Piercing Blunt Fire Ice Lightning Wind Light/Dark A-EXP 10
Affinity — Weak Resist Resist Resist Resist Resist | —

EXP 12 | MAG 24 | Money 25

Drop Normal Magical Device Remnants
Item Rare Fire Magical Device

Main Wind Magic, Fire Magic, Flame Magic, Weakening Circle, 魔
Skills Defense-Breaking Circle, Slow Circle

Main Appearances Regalis Cathedral

LV. Giant Bird

¥46 Leoglyph

HP 4500 | Attack Attribute Slash

EXP 325 | MAG 218 | A-EXP 80 | Money 359

Attribute: Slash Pierce Blunt Fire Ice Lightning Wind Light Dark

Affinity: — Box | - | - | - | — Reflect Resist -

Drop Normal Mask of Fate

Item Rare Steel Shakujō

Main Skills: Griffin Wings, King Griffon Wings, Cyclone, Claws, Strong Claws, Perfect Hit Stance, Scream of the Soul

Main Appearances: Ritual Grounds, Tower of Blind Faith

LV. 62 Bird monster

Leogryph (Arena)

HP 1000 | Attack Attribute | Slash

EXP 888 | MAG 1500 | Money 1000

Attribute: Slash Pierce 壊 Fire Ice Lightning Wind Light Dark A-EXP 250

Affinity: - | - — — — — — — — —

Drop Normal —

Rare Item —

Main Skills: —

Main Appearances: Arena (Gold Rank 2)

LV. Bird monster

¥72 Leogrophone

HP 7000 | Attack Attribute | Slash

EXP 850 | A-EXP 500 | MAG 1000 | Money 750

Attribute: Slash Pierce Fire Ice Lightning Wind Light Dark

Affinity: — Weak — Res Res Repel Res —

Drop Normal White Mask of Fate

Item Rare Armor of Vows

Main Skills: Griffon Wings, Griffon King's Wings, Mighty Claw, Flame Claw, Ice Claw, Kandeon, Breath of Battle, Sure-Hit Stance, Soul's Roar

Main Spawn Locations: Tyrant Star

LV. 721 Bird monster

Leogrophon (Event Battle)

HP 12000 | Attack Attribute Slash

EXP 4500 | A-EXP 800 | MAG 9000 | Money 10000

Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Affinity: — Weak Resist Resist Reflect Resist —

Drop Normal Cocytus Rod

Item Rare Aroma of Swiftness

Main Skills: Flame Claw, Kandeon, Ice Claw, Mighty Claw, Breath of Battle, Griffon Lion Wings, Griffon King's Wings, Soul's Roar, Sure-Hit Stance

Main Appearances: Giant Face of Heaven

LV. 怪鳥

55 Leogron (Quest)

HP 5500 | Attack Attribute Slash

EXP 3500 | A-EXP 600 | BE 2500 | Money 5000

Attribute: Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Affinity: — Weak Weak Absorb Reflect Resist —

Drop Normal Holy Bird Talisman

Item Rare Ice Crystal War Fan

Main Skills: Strong Claw, Ice Claw, Blizzaton, Heat Riser, Griffin Wing, King Griffin Wing, Soul Cry, Certain-Hit Stance, Ice Hyboosta, Wind Hyboosta

Main Appearances: Tower of Blind Faith

LV. Demon Insect

53 Reginovesp

HP 1032 | Attack Attribute | Pierce

EXP 108 | MAG 208 | A-EXP 40 | Money 189

Attribute: Slash Pierce Strike Fire Ice Thunder Wind Light Dark

Affinity: — Weak — — — — Repel 弱 — —

Drop Common Lightning Rod

Item Rare —

Main Skill: Harsh Wingbeat, Numbing Needle, Lightning Thrust, Gakandera, Ma Huskajika

Main Spawn Location: Forsaken Road

ENEMY DATA

Rival Candidate

LV. 人

32 Armored Tank Mechanic Rina

HP 4200 | Attack Attribute | Break

EXP 1050 | BE 1000 | Money 1500

Attribute: Slash Strike Fire Ice Lightning Wind Light Dark A-EXP 300

Affinity: — — [Res Res Weak Res] — — —

Drop Common Magical Injection

Item Rare Miracle Mace

Main Skill: Arcane Might, Arcane Inferno, Arcane Purple Lightning, Arcane Transcendence, Slam

Main Spawn Location: Brihave between 07/23~08/12 Appears around N (P.270~271)

LV.7 Human
60 Armored Tank Engineer Lina (Arena)

HP 4500 | Attack Attribute | Break

Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity - - Resist Resist Resist | 弱 | —

EXP 3500 | MAG 2500
A-EXP 400 | Money 10000
Drops Common —
Rare Item —

Main Skills: Magic Transcendence, Full Magic Enhancement, Magic Scorch, Magic Swift Thunder, Magic Gale, Great Strike, Magic Dispel Enhancement, Magic Reflection

Main Appearances: Arena (Gold Rank 3)

LV. Human
25 Demolition Worker Goddard

HP 2800 | Attack Attributes | Pie

Attributes Slash/Thrust 壊 Fire Ice Lightning Wind Light Dark
Affinities | - | - | - | - | Res Weak Res | — | —

EXP | MAG 1000
850nA-EXP 200 | Money 2750
Drop Normal Immortal Medicine Pill
Item Rare Numb-Proof Permanent Magnet

Main Skills: Mage Storm, Mage Ice Block, Mage Slow, Mage Slow Field

Main Appearances: Appears around Martira between 07/05~07/16 (P.270~271)

LV. 人
54 Pleasure King Loveless

HP 9000 | Attack Attribute | Pierce

Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark
Affinity — Resist — — — — Weak Weak

Endurance

EXP 2500nA-EXP 300 | MAG 1750
Money 1000
Drops Common Fluffy Honey Candy
Item Rare Crystal Knife

Main Skills: Heavy Charge, Shattering Shot, Smash, Roar,,Magical Ice

Main Appearances: Appears around Altaberry between 09/13~10/25 (P.270~271)

LV. 人
32 Liberalist Roger

HP 4000 | Attack Attributes | Slash

Attribute 斬 Pierce 壊 Fire Ice Lightning Wind Light Dark
Affinity Resistance Resistance Resistance - - | - | - | — Weak

EXP 1100 | BE 500
A-EXP 300 | Money 7500
Drop Normal Magic Device of Exhaustion Circle
Item Rare Water Mirror Small Dagger

Main Skills: Great Slash, Round Sword, Magic Exhaustion Circle, Magic Defense-Break Circle

Main Appearances around Bleihaven between 07/23~08/12
Spawn location Appears around the Bleihaven area (P.270~271)

LV. Human
31 Roger Supporter · Mage Soldier

HP 2500 | Attack Attribute | Break

Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — Weak Res. — — — — —

EXP 0 | MAG 0
A-EXP | Money 0
Drop Normal —
Rare Item —

Main Skills: Magic Blaze, Magic Flame

Main Appearances: Appears together with the liberal Roger

LV. 人
31 Roger Supporters

HP 2500 | Attack attribute | Break

Attribute Slash Pierce Break Fire/Ice Thunder Wind Light Dark
Affinity 耐 Resist Weak Weak — — — —

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Rare Item —

Main Skills: Strong Attack Stunning Strike

Main Appearances: Appears together with the liberal Roger

LV. 人
22 Bounty Queen Cazelina (1st time)

HP 1500 | Attack Attribute | Strike

Attribute Slash, Pierce, Crush, Fire, Ice 雷 Wind Light/Dark
Affinity - - - Weak Resist — — — —

EXP 900 | BE 400
A-EXP 250 | Money 2500
Drop Normal Ando Nuts
Item Rare Damascus Knuckle

Main Skills: Meteor Burst Fist, Straight Punch, Meditation

Mainly while heading to the Great Sandworm's Nest on 07/02
Appearance location Encounter

LV. 人
31 Bounty Queen Catherina (2nd time)

HP 3000 | Attack Attribute | Break

Attribute Slash Pierce Crush Fire Ice Bless Wind Light Dark
Affinity — — — Weak 耐 — — — —

EXP 1200 | MAG 550
A-EXP 350 | Money 2750
Drop Common Restful Nuts
Item Rare Iron Pierce

Main Skills: Tyrant Burst Fist, Spiral Fist, Meditation, Collapse Fist, Fighting Spirit in Adversity

Main Appearances: Encountered en route to Brilehaven on 07/19

LV.1 Human
35 Bounty Queen Catherina (3 times (3rd time)
Attributes Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — - Weak Resist | - | - - - —
HP 4000 |Attack Attribute| 壊
EXP 1800 MAG 700
A-EXP 500 Money 5000
Drop Common Anrido Nuts
Item Rare Gambler's Straight Punch
Main Lightning Light Explosive Fist, Iron Fist Punishment, Calm Mind, True Iron Fist Punishment, Reverse
Skill Boundary Fighting Spirit
Main Appearance Appears in areas around the Capital, Braihaven, or Altaberry (any one of them) (P.270~271)

LV. 人
19 Commander Gido of the Warrior Monk Corps
Attribute Slash Pierce Crush Fire Ice Thunder Wind Light Dark
Affinity 無 無 無 None None 無 None None None
HP 1000 "Attack attributes| Break
EXP 0 MAG 0
A-EXP 0 Money 0
Drop: Common —
Item: Rare —
Main Skills Magic Devotion, Magic Flash, Magic Sacred
Main Appearance Encountered on the way to Martira on 06/26

LV. 人
17 Monk Troop · Spearman (with Gido)
Attributes Slash Pierce 壊 Fire Ice Thunder Wind Light Dark
Affinity Resist Weak 耐 耐 -|-|- - - —
HP 1000 Attack Attribute Pierce
EXP 0 MAG 0
A-EXP 0 Money 0
Drops Normal —
Item Rare —
Main Skills Heavy Thrust, Charge
Main Location of appearance Appears together with Monk Troop Leader Gido

LV. 人
17 Monk Troop · Mage (with Gido)
Attributes Slash Pierce Crush Fire Ice Thunder Wind Light Dark A-EXP 0
Affinity — Weak — Resist Resist Resist Resist Resist Resist
HP 1000 Attack attribute Ranged
EXP 0 MAG 0
Money 0
Drops Normal —
Item Rare —
Main Skills Magical Healing, Magical Storm, Magical Gale, Magical Blizzard, Magical Ice Block
Main Appearances Appears together with Monk Corps Commander Gido

LV. 人
55 Beauty Incarnation Miro
Attributes Slash Pierce Crush Fire Ice Thunder Wind Light Dark A-EXP 500
Affinity | -- | 33 Weak Weak — —
HP 8000 Attack Attribute Break
EXP 2800 BE 2500
Money 30000
Drops Normal Nalkins Brooch, Fairy Seal
Items Rare White Mask of Love
Main Skills Entrancing Breath, All Magecraft Boost, Magecraft Magic Reflection, Magecraft Miracle, Magecraft Almighty, Magecraft Inferno, Magecraft Glacier, Magecraft Thunder, Stand Firm, Fire High Booster, Ice High Booster, Lightning High Booster
Mainly appears around Altabury between 09/13~10/25
Appearance location Appears in the surrounding area (P.270~271)

LV. 人
40 Mountain Swindler Jin (1st time)
Attribute Slash Strike Fire Ice Lightning Wind Light Dark A-EXP 300
Affinity — | — | — | — | — | — | — | — | —
HP 3500 |Attack Attribute| Pierce
EXP 2000 MAG 1250
Money 4000
Drop Normal Moon White Mask
Item Rare Arrow-Broken Cotton Pillow
Main Skills Dark Night Sword, Numbing Needle, Magic Slow, Magic Heal
Main Appearances Appears around Bryhaven or Altabury (P.270~271)

LV. 人
65 Mountain Swindler Jin (2nd time)
Attributes Slash Pierce Strike Fire Ice Lightning Wind/Light/Dark A-EXP 600
相性 - | - | - | - | - | - — — —
HP 12500 Attack Attribute Pierce
EXP 3300 MAG 2000
Money 17500
Drop: Normal Fairy Talisman
Item: Rare Lucky God's Abacus
Main Skill Heavy Strike: Curse Needle, Arcane Slow Field, Arcane Grace, Divine Blessing
Main Quest: "Recover the Stolen Relic" accepted
Spawn location: Appears around the capital after accepting the quest (P.270~271)

LV. 人 Human
64 Hired Spearman
Attributes: Slash/Pierce/Bludgeon/Fire/Ice/Lightning/Wind/Light/Dark
Affinity -|- Weak — 耐 — —
HP 8000 |Attack Attributes| Pierce
EXP 0 MAG 0
A-EXP 0 Money 0
Drop Normal —
Item Rare —
Main Skills Lightning Thrust, Hell Thrust
Main Location Appears together with Jin the Mountain Swindler (second time)

LV.? Human

64 Hired Mage Soldier

HP 8000 | Attack Attributes | Break

EXP 0	MAG 0
A-EXP 0	Money 0
Drop: Common	—
Item: Rare	—

Attributes: Slash Pierce Strike Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | — | None | Weak | — | — | —

Main Skills: Magic Ice Block, Magic Weakening Field, Magic Dark Night

Main Appearances: Appears together with Mountain Bandit Jin (2nd time)

LV. Human

551 Rudolph, Lion of Rusant

HP 11000 | Attack Attribute | Slash

EXP	3500	MAG	2000
A-EXP	400	Money	6000

Drops Normal Giant-Slaying Greatsword, God of War's Charm
Item Rare Emperor's White Mask

Attribute Slash/Pierce/Bash/Fire/Ice/Lightning Wind/Light/Dark
Affinity Res Res Res - Weak | — | — | —

Main Skills: Raging Edge, Space Slashing Technique, Magic Critical, Magic Great Storm Magic Radiance

Main Appearances: Appears around Altaberry between 09/13~10/25 (P.270~271)

LV. Thousand People

54 Rudolf Supporter · Swordsman

HP 6000 | "Attack attribute: Slash

EXP	0	MAG	0
A-EXP	0	Money	0
Drop Normal		—	
Rare Item		—	

Attribute Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity Res 耐 耐 | — | 弱 | — | — | —

Main Skills: Heavy Slash, Round Sword, Mince Slash

Main Appearances: Appears with Rudolf, the Lion of Lusant

LV. Human

54 Rudolf Supporter · Spearman

HP 6000 | Attack Attribute | Pierce

EXP	0	MAG	0
		Money	0
Drop Normal		—	
Item Rare		—	

Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity Res Res Res - | - | — | Weak | — | —

Main Skills: Power Thrust, Smash Down, Magic Art Ironclad Formation

Main Location of appearance: Appears together with Rudolf, the Lion of Lusant

ENEMY DATA

Boss

LV.75 Ningen

3 Homo Gorreo (first encounter)

HP 350 | Attack attribute | Slash

EXP	100	MAG	600
A-EXP	200	Money	800
Drops Normal	Gorreo's Apple		
Item Rare		—	

Attribute Slash, Pierce, Fire, Ice, Thunder, Wind, Light, Dark
0 - | - | - | - | - | - | - | - | —

Main Skills: Fluttering (1) Spinning Slash (1) Disturbed Fluttering Blade Broken Spinning Slash, Shredding (1) Broken Shredding, Devouring

Main Appearances: Northern Border Fortress

LV. Ningen

3 wings (Homo Gorreo first-encounter part)

HP 200 | Attack Attribute | Slash

EXP	0	BE	0n0
A-EXP	0	Money	
Drop: Common		—	
Item: Rare		—	

Attributes 斬 突 壊 Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | - | Weak | — | —

Main Skills: —

Main Appearances: Northern Border Fortress

LV. Ningen

3 legs (Homo Gorleo, first-form part)

HP 200 | Attack attribute | Slash

EXP	0	BE	0n0
A-EXP	0	Money	
Drop Normal		—	
Rare Item		—	

Attribute Slash Pierce Crush Fire Ice Wind Light Dark
Affinity — | — | — | — | — | — | Weak | — | —

Main Skills: —

Main Appearances: Northern Border Fortress

LV. 3 Ningen
Slash Pierce Fire Ice Lightning Wind Light Dark EXP 00
Ringo Homo・Gorleo first-form part)
SHIP 200
|Attack Attribute| Slash
Attribute Affinity — | — | — | — | — | — | — | — | —
MAG 0
A-
Money 0
Drop Normal Rare Item — —
Main Skills —
Main Appearances Northern Border Fortress

LV. 人
5 Captain Kringel
HP 530
"Attack Attribute Slash
EXP 150
MAG 300
Wind/Light/Dark A-EXP 150
Money 600
Attributes Slash/Pierce/Crush/Fire/Ice/Lightning
Affinity | - | - | - | - | — — — Weak —
Drop Common Captain's Uniform
Item Rare —
Main Skills Magic Fire, Magic Flame
Main Appearances Nord Abandoned Mine

LV. Human
4 Magic Soldiers
HP 220
"Attack Attributes Break
EXP 0
MAG 0
Attribute Slash/Pierce/Fire/Ice/Lightning/Wind/Light Dark EXPO
A
Money 0
Affinity | - | - | - | — — — — —
Drop Normal Rare Item — —
Main Skills Arcane Iron Wall
Main Appearances Nord Abandoned Mine

LV. Undead
11 Dead Gryias
HP 1900
|Attack Attribute| Slash
EXP 250
MAG 1800
Attribute 斬 突 壊 Fire/Ice/Lightning/Wind/Light/Dark A-EXP 150
相性 — — — — — — — Weak Resist
Money 2000
Drop Normal Item Rare — —
Main Skills Phantom of Dalliance, Phantom Dance
Main Appearances Underground Ossuary

LV. Dragon
*12 Fire Dragon Mauna
HP 3500
Attack Attribute Slash
EXP 250
MAG 1000
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 200
Money 1000
Affinity | - | - | Res Weak — — — —
Drop Common Amethyst
Item Rare —
Main Skills Claw Swipe (2) Tail Sweep (1) Fireball
Main Appearances Nord Abandoned Mine

LV. Human
19 Zirba
HP 2500
Attack attribute Break
EXP 500
MAG 2000
Attribute Slash, Pierce, Crush, Fire, Ice, Lightning, Wind, Light, Dark A-EXP 300
Money 2500
Affinity - | - — Resist Inspect Resist Resist - - Endurance
Drop Normal Vitality Incense
Item Rare —
Mainly binding curse, frenzy curse, corpse play, Mudon, Kan
Skill Della
Main Appearances Regalis Cathedral

LV Undead
18 Subservient Corpse
HP 600
|Attack attribute] Strike
EXP 0
MAG 0
Attribute Slash, Pierce, Crush, Fire, Ice 雷 Wind, Light, Dark A-EXP 0
Money 0
Affinity - | - | — Weak — — — 155 Resist
Drop: Common —
Item: Rare —
Main Skills —
Main Appearances Regalis Cathedral

LV. Ningen
¥20 Homo Avades
HP 1920
|Attack Attribute| Break
EXP 1000
MAG 2200
A–EXP 500
Money 3000
Attributes Slash Pierce Blunt Fire Ice Lightning Wind Light Dark
Affinity - - -Res Res Res Res Res Res
Drop Normal Avades Eggshell
Item Rare —
Main Sweeping Attack (1) Ambush Charge (1) Dust of Oblivion, Hamaon
Skills: Mahamaon, Scream of the Soul, Eggshell Regeneration, Imperfect Regeneration
Main Appearances Regalis Cathedral

LV Ningen
20
Eggshell (Homo Avades part)

HP 700 | Attack Attribute | Slash

Attribute	Slash	Pierce	Strike	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	Weak	—	—	—	—	—	—

Main Skills —

EXP 0		MAG	0
A-EXP 0		Money	0
Drop Normal Item	—	Rare	—

Main Appearances: Regalis Cathedral

LV. Ningen
201 Left Arm (Homo Avades Part)

HP 950 Attack Attributes Slash

Attribute	斬	Pierce	Smash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	-	-	—	55	—	—	—	—	—

Main Skills —

EXP		MAG	0
0nA-EXP 0		Money 0	
Drop [Normal Item	—	Rare	—

Main Appearances: Regalis Cathedral

LV. Ningen
201 Right Arm (Homo Avades Part)

HIP 950 "Attack Attributes Slash

Attribute	斬	突	壊	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	—	—	55	-	—	—	—	—	—

AEXP0EXP 0

		MAG	0
		Money 0	
Drop: Common	—	Item: Rare	—

Main Skills —

Main Appearances: Regalis Cathedral

LV. Ningen
201 Ambusher (Homo Avades Part)

HP 600 | Attack Attribute | Slash

Attributes	Slash	Pierce	壊	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	-	-	-	—	-	-	-	-	—

Main Skills —

EXP	0	MAG 0	
A–EXP	0	Money 0	
Drop Normal Item	—	Rare	—

Main Appearances: Regalis Cathedral

LV. 人
22
Hayame (1st time)

HP 2000 | Attack Attributes | Slash

Attribute	Slash	Pierce	Fire	Ice	Lightning	Wind	Light	Dark
*8芾	--	-	—	—	—	—	—	—

EXP	0	MAG 0	
AEXP -0		Money 0	
Drop Normal Item	—	Rare	—

Main Skills: Shadow Clone Technique, Sand Throw

Main Appearances: Great Sand Worm Nest

LV. 人
22
Haizame (2nd time)

HP 2000 | Attack Attribute | Slash

Attribute	Slash/Pierce/Smash/Fire/Ice/Lightning	Wind/Light/Dark
*0芾	-- - — — — —	— — —

EXP	1050	BE 20	
A-EXP 300		Money 2500	
Drop Normal	Sand Silk Gloves		
Item Rare	Speed Incense		

Main Skills: Shadow Clone Technique, Dark Night Sword, Sand Throw

Main Appearances: Great Sand Worm Nest

LV. 人
22 Haizame (Clone)

HP 2000 | Attack Attributes | Slash

Attribute	Slash, Pierce, Strike, Fire, Ice, Lightning	Wind	Light	Dark
Affinity	無 None 無 [None] 無 無 無	無	無	

EXP	0	MAG 0	
A-EXP 0		Money 0	
Drop: Common	—	Item: Rare	—

Main Skills: Dark Night Sword, Sand Throw

Main Appearances: Great Sand Worm Nest

LV. Ningen
25 Great Sand Worm Homo Butera

HP 2000 Attack Attributes Break

Attribute	Slash/Pierce/Fire	Ice	Thunder	Wind	Light	Dark
Affinity	- - - -	Weak	—	—	—	—

EXP	0	MAG	0
A EXP		Money 0	
Drop Normal	—	Rare Item	—

Main Skills: Swiping (3), Bite (1), Sandstorm (1), Underground Burrow, Skill: Sudden Emergence

Main Spawn Location: Encountered on the way to the Great Sandworm Nest on 07/03 Encounter

1 GAME SYSTEM
2 PARTY & FOLLOWER
3 STORY GUIDE
4 FIELDnALAR
5 DATA FILE

Data Analysis
Enemy Data Boss

Metaphor: ReFantazio OFFICIAL PERFECT GUIDE

LV. Unknown
30 ???
HP 9760 | Attack Attribute 壊
Attributes Slash/Pierce/Fire Ice Thunder Wind Light Dark
*8 - | - | - | - | - | - | - | — | — | —
EXP 500 | A-EXP 500 | MAG 500 | Money 1500
Drop Item Common Vitality Incense | Rare —
Main Skills: Aimed Shot, Shock from Darkness, Gaze (both eyes)
Main Appearances: Criante Castle

LV. 30 Ningen
Homo Jarzo
HP 4880 | Attack Attribute Break
Attribute Affinity Slash Pierce Strike Fire Ice Thunder Wind Light Dark
— | — | - | - | - | - | - | — | —
EXP 2000 | A-EXP 500 | MAG 2500 | Money 4000
Drop Item Common Jarzo Swaddling Clothes | Rare —
Main Skills: Scream of the Soul, Aimed Shot, Innocent Leap (1), Body Slam (1) Great Noise (1), Gaze (both eyes), Gaze (one eye), Bite (1), Mother's Love
Main Appearances: Criante Castle

LV. Ningen
301 Right Eye (Homo Jarzo part)
HIP 1000 | "Attack Attribute Slash
Attribute Affinity Slash Pierce 壊 Fire Ice Thunder Wind Light Dark
耐 | 5 | — | — | — | — | — | — | —
AEXP EXPO-0 | MAG 0 | Money 0
Drop Item Normal — | Rare —
Main Skills: —
Main Appearances: Criante Castle

LV. 30 Ningen
Left Eye (Homo-Jarzo part)
HP 1000 | [Attack Attribute] Slash
Attribute 斬 突 壊 Fire Ice Lightning Wind Light Dark
Weak affinity 耐 | — | — | — | — | — | — | —
EXPEXP 0 | A-[redacted] | MAG 0 | Money 0
Drop Normal — | Rare Item —
Main Skills: —
Main Appearances: Criante Castle

LV. 2000 Soldiers
30 Sergeant Zansu
HP 4000 | Attack attribute Bre
Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Dark
Affinity | - | - | - | - | - | — | — | — | —
A-EXP 80 | EXP 1000 | MAG 250 | Money 1500
Drop Item Normal Fortitude White Mask | Rare —
Main Skills: Heavy Strike, Round Sword
Main Appearances: Flying Tank Caladrius

LV. 人
32 Chief Mechanic Shiba
HP 3200 | Attack Attribute Pierce
Attribute Slash Pierce Crush Fire Ice Lightning Wind Light Pavilion
Affinity Weak Weak Weak | — | — | — | — | — | — | —
EXP 1500nA-EXP90 | MAG 250 | Money 3000
Drop Normal Pope's White Mask | Rare Item —
Main Skills: Physical Reflection of Magic Arts
Main Appearances: Flying Tank Caladrius

LV. 人
32 Sergeant Gurecon
HP 2500 | Attack Attribute Slash
Attributes Slash Pierce Crush Fire Ice Thunder Wind Light/Dark
Affinity | - | - | - | - | - | — | — | —
EXP 1500 | A-EXP 90 | MAG 250 | Money 3000
Drop Normal Tank's White Mask | Rare Item —
Main Skills: Deafening Roar, Painful Strike
Main Appearances: Flying Tank Caladrius

LV. 人
34 Security Chief Salva
HP 2600 | Attack Attribute Break
Attribute Affinity Slash Pierce 壊 Fire Ice Thunder Wind Light Dark
— | Weak | — | — | — | None | — | — | —
EXP 2500 | A-EXP 100 | MAG 250 | Money 4500
Drop Normal Judgment White Mask | Rare Item —
Main Skills: Arcane Almighty
Main Appearances: Flying Tank Caladrius

LV. Human
34 Helmsman Cavio
HP 2600 |Attack Attribute| Slash
Attribute Slash Pierce Bash Fire Ice Lightning Wind Light Dark
Affinity Endurance — — — — Weak — — —
Main Skills Slash Parry
EXP 0 MAG 0
A-EXP 0 Money 0
Drop Normal Love White Mask
Rare Item —
Main Appearances Flying Tank Caladrius

LV. 38 Grodel
HP 2540 |Attack Attribute| Strike
Attribute Pierce Bash Fire Ice Lightning Wind Light Dark
*81± -|-|-|-|-5
EXP 1500 MAG 50
A-EXP 200 Money 6000
Drop Common Magician's White Mask
Item Rare —
Main Magical Glacier, Magical Might, Magical Fortress, Magical Salvation,
Skill Magical Lightning, Great Severance
Main Appearances Flying Tank Caladrius

LV.5 Magic
381 Hecto
HP 2120 [Attack Attribute] Break
Attribute Fire Ice Lightning Wind Light Dark
Affinity- | - | - | — — — Weak — —
EXP 1500nA-EXP 200 MAG 1500
Money 0
Drop Normal —
Item Rare —
Main Skills Rend, Iron Claw, Great Smash
Main Appearances Flying Tank Caladrius

LV. Ningen
39 Sea Beast Homo Sabara
HP 8000 |Attack Attribute| Slash
Attributes Slash, Pierce, Earth, Fire, Ice, Lightning, Wind
Affinity | - | - | - | - | - Weak -
Light/Dark
EXP 3500 MAG 3600
A-EXP 500 Money 3300
- - Drop Normal Sabara's Suckers
Rare Item —
Main Slams, Wild Barrage (1), Torrential Breath (1), Ink Spit, Soul
Skill Screech, Leg Regeneration, Mass Regeneration
Main Encountered en route to Virga Island on 08/15
Spawn location

LV. Ningen
339 Legs (Great Sea Beast Homo Sabara part)
HP 1500 |Attack Attributes| Slash
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — — — — — — — — —
EXP 0 MAG 0
A-EXP 0 Money 0
Drop Normal —
Rare Item —
Main Skills —
Main Encountered en route to Virga Island on 08/15 Spawn location
Spawn location Encounter

LV. 50 Evil Dragon Eto
HP 7000 |Attack Attributes| Slash
Attribute Slash/Pierce/Blunt/Fire/Ice Wind/Light/Dark
Affinity — — — — — — — Resist Resist
EXP 5000 MAG 4500
A-EXP 600 Money 3500
Drops Normal Shrine Maiden's Heart, Divine Beast's Talisman
Items Rare Dragon's Breath
Main Skills Dragon God's Breath, Tail Sweep (2), Roar, Poison Scratch
Main Appearances Dragon-Blessed Capital

LV. Ningen
50 Homo Margo (Evil Dragon Eto part)
HP 6000 |Attack Attributes| Slash
Attribute Slash/Pierce/Blunt/Fire/Ice/Lightning Wind Light Dark
Affinity Same Resist Resist — — — Weak - 無
EXP 0 MAG 0
A-EXP 0 Money 0
Drop: Common —
Item: Rare —
Main Steal Life, Endless Anxiety, Dekunda, Tarukaja, Ra
Skills Kukaja, Mudodyne, Curse Word, Megido
Main Appearances Dragon-Blessed Capital

LV. Ningen
50 Homo Margo (※1)
HP 6000 | Attack Attribute Break
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
***- -|----|-|-| - —
EXP 4000 MAG 5000
A-EXP 600 Money 3000
Drop Normal Dark Mage's Seal
Item Rare Margot's Golden Arrow
Main Emerging Murderer (1) Creeping Poison Hand (1) Unsettling Temptation Hand
Skills (1), Prayer of Transmutation, Boattna, Blizzaton, Kandeon, Cyclone, Dekaja Dekunda
Main Appearances Birga Island

*1: Each time Prayer of Transmutation is used, the attribute affinity changes

LV. 55 Louis Guibbern (1 time) Eye (*1)

HP 14000 Attack Attributes Slash

Attribute *8 Slash Pierce Fire Ice Lightning Wind Light Dark

Affinity - | - | - | - | - | — | — | — | —

EXP 5500 A-EXP 700 MAG 1500 Money 7500

Drop Normal Item —

Rare Item —

Main Skills: Soul's Cry, King's Overbearing Presence, King's Slash

Main Appearances: Montario Festival Opera House

LV. 52 Ice Sogne Dragon

HP 7000 |Attack Attribute| Slash

Attribute Affinity: Slash Pierce Fire Ice Lightning Wind Light Dark — | — | — | 5 | — | — | — | —

EXP 5500 A-EXP 700 MAG 7000 Money 4250

Drop Normal Item: Dragon's Breath

Item Rare: Dragon Blood Resin

Main Skills: Ice Blossom Breath, Ice Mighty Claw, Tail Sweep (2) Roar, Reversal Wall, Scales, Megidolon, Maha Hamon, Holy Purifying Light, Crystal Magic Skill Fully Transfer, Dekunda, Tarukaja, Rakukaja

Main Appearances: Former site of the Royal Magic Academy

LV. 58 Homo Gorleo (2nd time) Ningen

HP 10000 Attack Attribute Slash

Attribute Affinity *8 Slash Pierce Fire Ice Lightning Wind Light Dark - | - | - | - | - | - | - | —

EXP 5500 A-EXP 550 MAG 8000 Money 3500

Drop Common Wind God's Sword

Item Rare Gorleo's Ripe Apple

Main Skills: Soul's cry, Wingbeat (1) Disturbed Wingbeat, Spinning Slash (1), Chipped-Blade Spinning Slash, Slashing (1), Chipped-Blade Slashing, Devouring, Wing Regeneration, Blade-Leg Regeneration, Infinite Fruition

Main Appearances: The Eldan Ancient Faerie Land

LV. 58 Ningen Wings (Homo-Gorleo 2nd-phase part)

HP 2500 [Attack Attribute] Slash

Attribute Affinity 斬 突 壊 Fire Ice Lightning Wind Light Dark - | - | - | — | — | Null | Weak | — | —

EXP 0 A-EXP 0 MAG 0 Money 0

Drop: Common Item —

Drop: Rare Item —

Main Skills —

Main Appearance location: Elda's Ancient Fairyland

LV. 58 Ningen Legs (Homo-Gorleo 2nd-phase part)

HP 2500 "Attack attribute: Slash

Attribute Affinity: Slash Pierce Fire Ice Lightning Wind Light Dark — | — | — | — | — | — | — | —

EXP 0 AEP 0 MAG 0 Money 0

Drop Normal Item —

Item Rare —

Main Skills —

Main Appearances: The Eldan Ancient Faerie Land

LV. 58 Ningen Apple (Homo-Gorleo · 2nd-phase part)

HIP 1000 |Attack attribute Slash

属性 相性 Slash Thrust Fire Ice Lightning Wind Light Dark — | — | — | — | — | — | — | —

EXP 0 A—EXP 0 MAG 0 Money 0

Drop Normal Item —

Item Rare —

Main Skills —

Main Appearances: The Eldan Ancient Faerie Land

LV. 60 Great Sand Worm Homo Butera (Quest) Ningen

HP 12000 Attack Attribute Break

Attribute Affinity Slash/Thrust/Blunt/Fire/Ice Lightning Wind Light Dark - | - | - | - | Weak | — | — | — | —

EXP 4500 A-EXP 800 MAG 5000 Money 4000

Drop Normal Item: Butera Tooth

Item Rare —

Main Skill: Sweeping Strike (3), Bite (1) Sandstorm (1) Subterranean Burrow, Sudden Rise

Main Encounter location where encountered: Quest "Defeat the Threat Looming Over Martira"

LV. 60 Louis Guiabern (2nd time) Human

HP 12000 Attack Attribute Slash

Attribute *8* Slash, Pierce, Fire, Ice, Lightning, Wind, Light, Dark --------- —

EXP 0 A—EXP 0 MAG 0 Money 0

Drop Normal Item —

Item Rare —

Main Skills: King's Intimidation, Sacred Sword: Attribute Unleashed, Dimensional Slash, Dimensional Slash: Flame, Prime Slash・Ice Rain, Dimensional Slash・Purple Lightning, Dimensional Slash・Gale, King's Slash, King's Slash・Flame, King's Slash・Ice Rain, King's Slash・Purple Lightning

Main Appearances: Capital Gran-Trad

※1: Maximum HP is 14,000, but it is reduced to 7,000 at the start of battle

LV. Human

65 Mad Priest Hyperic

HP 12000 | Attack Attribute: Break

Attribute: Slash Thrust Fire Ice Lightning Wind Light Dark

*81 ± - | - | - | - | - | - | - | - | —

EXP 3800 | MAG 2500

A-EXP 600 | Money 7000

Drop Item: Normal Night Demon Talisman; Rare Haja Kensei Scepter

Main Skill: Sacred Magic, Underworld Magic, Magic Reflect Nullification, Curse Kotodama, Omnipotent Magic

Main Appearances: Mt. Vulkano

LV. 人

66 Murderer Binka

HP 15000 | Attack Attribute: Break

Attribute Affinity: Slash Thrust Fire Ice Lightning Wind Light Dark

Res Res Res - | - | - | - | - | —

EXP 4500 | MAG 2800

A-EXP 700 | Money 5000

Drop Item: Normal Murderer's Blood Axe, Night Demon Talisman; Rare Death God White Mask

Main Skills: Abyss Drop, Smash to Pieces, Deafening Roar, Rampage, Destruction Hive Booster, Accuracy Support

Main Appearances: Encountered when starting the quest "Stop Binka's Rampage"

LV. Ningen

74 Zorba Terrorized Form (※1)

HP 20000 | Attack Attribute: Break

Attributes 斬 突 壊 Fire Ice Thunder Wind Light Dark

*- | - | ------ | —

EXP 8000 | MAG 15000

A-EXP 850 | Money 10000

Drop Item: Common Stamina Incense; Rare Spirit Incense

Main Skills: Binding Curse, Frenzy Curse, Sorrow Curse, Great Scythe, Soul Scream, Defense Form Change, Attack Form Change, Piercing Rebellion, Gakandeon, Mahamudain, All Reset

Main Spawn Locations: Giant Face of Heaven

LV. Ningen

77 Demon Lord's Servant Gorleo

HP 25000 | Attack Attribute: Slash

Attribute 斬 Fire Ice Thunder Wind Light Dark

*81 - | - | - | - | -----

EXP 5500 | MAG 10000

A-EXP 600 | Money 500

Drop Item: Common Vitality Incense; Rare —

Main Skills: Soul's Cry, Wingbeat (2), Spinning Slash (2), Blade-Chipped Spinning Slash, Shred (2), Blade-Chipped Shred, Devouring Wing Regeneration, Blade Leg Regeneration, Infinite Fruition

Main Appearances: Tyrant Star

LV. Ningen

731 Wings (Demon King's servant Gorleo part)

HP 3500 | Attack Attributes: Slash

Attribute Affinity: Slash Pierce Fire Ice Thunder Wind Light Dark

— | — | — | — | — | None | Weak | —

EXP 0 | MAG 0

A-EXP 0 | Money 0

Drop: Common —

Item: Rare —

Main Skills: —

Main Spawn location: Terrifying King Star

LV. Ningen

73 Legs (Demon King's servant Gorleo part)

HP 3500 | Attack Attributes: Slash

Attribute Affinity: 斬 Pierce Fire Ice Lightning Wind Light Dark

— | — | — | — | — | — | — | — | —

EXP 0 | MAG 0

A-EXP | Money 0

Drop Normal —

Item Rare —

Main Skills: —

Main Appearances: Tyrant Star

LV. Ningen

73 Ringo (Demon King's servant Goleo part)

HP 2500 | Attack Attribute: Slash

Attributes: 斬 Strike, Break, Fire, Ice, Lightning, Wind, Light, Dark

Affinity | - | - | - | - | - | — | — | — | —

EXP 0 | MAG 0

A-EXP 0 | Money 0

Drop: Common —

Item: Rare —

Main Skills: —

Main Appearances: Dread King Star

LV. Ningen

77 Beavades, servant of the Demon King

HP 25000 | Attack Attribute: Break

Attributes: Slash Strike Break Fire Ice Lightning Wind Light Dark

Affinity - | - | - | Res Res 耐 Res Res Res

EXP 5500 | MAG 10000

A-EXP 600 | Money 500

Drops Items: Normal Incense of Strength; Rare —

Main skills: Cleaving Slash (2), Ambush Charge (2) Dust of Oblivion, Hamadyne Mahamaon, Mahamadyne, Soul's Scream, Shell Regeneration, Imperfect Regeneration

Main Appearances: Dread King Star

※1: When it shifts to defense form, all attribute affinities change to "Res"

LV.71 Ningen

¥73 Eggshell (Demon King's servant Avades part)

HP 2500 | Attack Attribute: Slash

Attribute	Slash	Pierce	Bash	Fire	Ice	Lightning	Wind	Light	Dark
Affinity	Resist	Resist	Weak	Resist	Resist	Resist	Resist	Resist	Resist

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Item Rare —
Main Skills —
Main Appearances: Tyrant Star

LV. Ningen

¥73 Left hand (Demon King's servant Avades part)

HP 5000 | Attack Attribute | Slash

Attribute: Slash Pierce Strike Fire Ice Lightning Wind, Light, Dark
Affinity: — — — 55 None — — — —

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Item Rare —
Main Skills —
Main Appearances: Dread King Star

LV. 73 Ningen

Right Hand (Demon King's Minion Avades Part)

HP 5000 | "Attack Attributes: Slash

Attribute: Slash Pierce 壊 Fire Ice Thunder Wind Light Dark
Affinity: — — — Weak Null — — — —

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop: Common —
Item: Rare —
Main Skills —
Main Appearances: Tyrant Star

LV. Ningen

73 Ambusher (Demon King's Minion Avades Part)

HP 1800 | Attack Attribute: Slash

Attributes: Slash Pierce Strike Fire Ice Thunder Wind Light Dark
Affinity: 耐 耐 Res Res Res Res Res Res Res

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop: Common —
Item: Rare —
Main Skills —
Main Appearances: Tyrant Star

LV. Ningen

77 Demon King's Minion Butera

HP 25000 | Attack Attribute: Break

Attribute: Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity: - - - — — 3 - - -

EXP 5500 | MAG 10000
A-EXP 600 | Money 500
Drop Normal: Speed Incense
Item Rare —
Main attacks: sweeping slash (4), bite (2), sandstorm (2), burrowing underground, skill: sudden emergence
Main Appearances: Tyrant Star

LV.7 Ningen

277 Jarzo, servant of the Demon King

HP 25000 | Attack Attribute: Break

Attribute: Slash Pierce Fire Ice Lightning Wind Light Dark
01 - - - ---- —

EXP 5500 | MAG 10000
A-EXP 600 | Money 500
Drop Normal: Luck Scent
Item Rare —
Main Skills: Soul Scream, Aimed Shot, Innocent Leap (2) Body Slam (2), Loud Noise (2) Stare (both eyes), Stare (one eye), Bite (2) Closed both eyes, Eyeball Regeneration
Main Appearances: Tyrant Star

LV. Ningen

73 Right Eye (part of Jarzo, servant of the Demon King)

HP 4000 | Attack Attribute | Slash

Attributes: Slash Pierce Strike Fire Ice Lightning Wind, Light, Dark
Affinity: 耐 Weak [Endurance 無 無 — — — —

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop: Common —
Item: Rare —
Main Skills —
Main Appearances: Tyrant Star

LV. Ningen

¥73 Left Eye (part of Jarzo, servant of the Demon King)

HP 4000 | Attack Attributes: Slash

Attribute: 斬 Fire Ice Thunder Wind Light Dark
Affinity: Resist Weak Resist — — None 無 — —

EXP 0 | MAG 0
A-EXP 0 | Money 0
Drop Normal —
Items Rare —
Main Skills —
Main Appearances: Tyrant Star

LV.7% Ningen
77 Sabarra, servant of the Demon King
HP 25000 Attack Attribute Sla
EXP 5500 MAG 10000
Money 500
Attributes Slash/Pierce/Strike/Fire/Ice/Lightning Wind/Light/Dark A-EXP 600
Affinity | - | - | - | - | - | Weak | — | — | —
Drop Normal Resistance Incense
Item Rare —
Main Rapid Volley (2) Torrent Breath (2) Ink Spit, Soul Scream, Legs
Skill Part Regeneration, Mass Regeneration
Main Appearances "Dread King Star

LV. Ningen
¥73 legs (Demon King's servant Sabara part)
HP 3000 | Attack Attributes Slash
EXP 0 MAG 0
A-EXP 0 Money 0
Attribute 斬 Pierce/Strike/Fire/Ice/Lightning Wind/Light/Dark
Affinity — — — Res Res ResResResRes Res
Drop [Common —
Item Rare —
Main Skills —
Main Appearances Tyrant Star

LV. Ningen
77 Marugo, the Demon King's servant (※1)
HP 25000 Attack Attribute Break
EXP 5500 MAG 10000
A-EXP 600 Money 500
Attribute 斬 突 壊 Fire Ice Thunder Wind Light Dark
相性 —
Drop Normal Vitality Incense
Item Rare —
Main Skills Crawling Fiend Hand (2) Sneaking Poison Hand (2) A lure that stirs the mind
Techniques (2) Prayer of Transformation, Boattna, Blizzardon, Cande
On, Cyclone, Dekaja, Dekunda
Main Appearances Tyrant Star

LV. Demon King
80 Demon King Louis Caladrius
HP 40000 Attack Attribute Slash
EXP 9000 BE 20000
A-EXP 900 Money 7500
Attribute Slash Thrust Fire Ice Lightning Wind Light Dark
*性 - | - | - | - | ---- | —
Drop Normal —
Item Rare —
Main Skills Sweeping Four Wings, Piercing Four Wings, Crushing Eight Wings, Explosive
Anxiety, Converging Anxiety, Boattna, Blizzardon, Ca
ndeon, Cyclone, Hamadaine, Mudaine
Main Spawn Locations Tyrant Star

LV. Unknown
70 More
HP 5000 "Attack Attribute Almighty
EXP 5000 MAG 5000
Money 2500
Attribute Slash Pierce Fire Ice Lightning Wind Light Dark
Affinity — — — — — ---- —
A-EXP 500
Drop: Common —
Item: Rare —
Main knight defense, Wind of Seeking, Great Severing, Boatna, Dark Night Sword ·
Skill: Immobility, Hamadain
Main Appearances Akademia

LV.7 Ningen
821 Angry Face
HIP 28000 Attack Attribute Almighty
EXP 0 MAG 0
A-EXP Money 0
Attribute Slash/Pierce/Fire Ice Thunder Wind Light Dark
性 * | - | - | - | - | - | - | - | — | —
Drop Normal —
Rare Item —
Main Skills World of Ruin's Flash, Ishkia's Quality, Palipas's Quality, Cle
Marl's Quality, New World's Quality, World to Be Culled, Overflowing
Fear, Great Reset, Smash, Concentrated Fire
Main Appearances Tyrant Star

LV. Ningen
82 Joyful Face
HIP 28000 Attack Attribute Almighty
EXP 0 MAG 0
Money 0
Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark A-EXP 0
0 ----- | - | - | - —
Drop: Normal —
Items: Rare —
Main Skills Rogue's Praise, Muttari's Quality, New World's Praise, World to Be Culled,
Overflowing Fear, Great Reset, Gaboat, Gabriza
Tongakandeon, Gas Cyclone, Hamadaine, Muddaine
Main Appearance Locations Tyrant Star

LV. Ningen
82 Smiling Face
HP 28000 Attack Attribute Almighty
EXP 0 MAG 0
Money 0
Attribute Slash Pierce Crush Fire Ice 雷 Wind Light Dark A-EXP 0
*性 - - - - - | - | - — —
Drops Normal —
Items Rare —
Main Skills Nidia's Praise, Yugif's Quality, Lusant's Quality, New World's
誓, World to Be Culled, Overflowing Fear, Great Reset
, Randomizer, Heat Riser, Dekaja, Dekunda
Main Appearing Locations Tyrant Planet

*1: Each time Prayer of Transmutation is used, the attribute affinity changes

LV.7X Ningen

85 Doom王 Caladrius (※1)

HP40000 Attack attribute Almighty

EXP	0	MAG	0
A-EXP	0	Money	0

Attribute Slash/Pierce/Fire Ice Thunder Wind Light Dark

*8 -|-|-|-|-|-|-|-|- —

Drop: Normal —

Items: Rare —

Main Skills: Foundation of species unification, excluded species, a world where the weak are culled, overflowing terror, Great Reset, Flash of the Demon King, Golleo's Fluttering Wings, Abadess's Dust, Butera's Sandstorm

Main Appearance Locations: Tyrant Star

※1: If the number of demon king's servants defeated is 1 to 5, it increases to LV87; if the number defeated is 0, it increases to LV90/HP80000

ENEMY DATA

High Difficulty

LV.7 Dragon

¥70 One who devours civilization

HP25000 Attack Attribute Slash

EXP	7000	MAG	25000
A-EXP	900	Money	15000

Attributes Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Affinity -|-|- Weak — -|-|-|-|- —

Drops Normal Dragon's Breath

Items Rare Dragon Blood Resin

Main Skills: Extreme Dragon's Great Roar, Ancestral Fury, Fierce Claws Binding Claw, Crushing Tail, Great Fireball, Hellfire Breath, Ice Bloom Breath, All Reset

Main Appearances: Tower of Malice

LV. 竜

70 The One Who Devours Scorching Heat

HP25000 Attack Attribute Slash

EXP	7000	MAG	25000
A-EXP	900	Money	15000

Attribute Slash Pierce 吸 Ice Lightning Wind Light Dark

Affinity |-|-|- Absorb |-|-|-|-|-

Drop Normal Dragon's Breath

Item Rare Dragon Blood Resin

Main Skills: Great Dragon's Roar, Reverse Scales, Flame Claw, Mighty Claw, Inferno Breath, Roar, Pillar of Ruin, Burn It All, Soul-Stealing Flame, Shattering Tail

Main Appearances: Tower of Blind Faith

LV. 竜

*70 The One Who Devours Star Poison

HP20000 Attack Attribute Slash

EXP	7000	MAG	25000
A-EXP	900	Money	15000

Attributes Slash Pierce Strike Fire Ice Thunder Wind Light Dark

Affinity Resist Resist Resist Resist Resist Resist Resist Resist Resist

Drop Normal Dragon's Breath

Item Rare Dragon Blood Resin

Main Skills: Great Dragon's Great Roar, Great Reverse Scale, Swirling Miasma, Grudge Hard Claw, Purple Poison Claw, Poison Tail, Black Howl, Evil Poison Breath, Roar, All Reset, Dekunda

Main Appearances: Tower of Arrogance

Lv. Unknown

75 Devourer of All Souls

HP30000 Attack Attribute Slash

EXP	8000	MAG	30000
A-EXP	1000	Money	30000

Attribute Slash Pierce Strike Fire Ice Lightning Wind Light Dark

Affinity |-|-|-|-|-|-|--|-

Drop Normal Crystal Flower of Omniscience and Omnipotence

Item Rare Hero's Fruit

Main Skills: Royal Sword - Modified, End King Magic - Armageddon, Seeker's Archetype, Warrior Archetype, Knight Archetype, Thief Archetype, Masked Dancer Archetype, Summoner Archetype, Berserker Archetype, Monarch Archetype

Main Appearances: Dragon-Blessed Capital

LV. 竜

99 Red Dragon of the Apocalypse

HP60000 Attack Attribute Almighty

EXP	25000	MAG	30000
A-EXP	2500	Money	30000

Attributes Slash, Pierce, Strike, Fire, Ice, Lightning, Wind, Light, Dark

*81 -|-|-|-|-|-|-|-| —|—

Drops Normal Hero-King's Ring

Item Rare Dragon Blood Resin

Main Skills: Wind that Announces the End, Piercing Claw Strike, Thunder Chain Claws, Thunderclap Breath, Whirlwind Tail, Doom Tempest, Dark Mighty Claw, Radiant Breath, Overlord Dragon's Gaze, Grudge Claw, Purple Poison Claw, Poison Tail, Black Howl, Evil Poison Breath

Main Appearances: Akademia

Chronicle Data

Provides the conditions for registering compendium entries that let you learn about the characters, history, and the true story of this work in depth. Register them all and fully discover the world of Metaphor.

1 GAME SYSTEM
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How to Read Chronicle Data

■Nature ①

Compendium ②	Registration Conditions ③
“Fairy	Spend time with the talkative old man on Central Avenue in the Royal Capital Sunlumeo (1st time)
The Life of Fairies	“Spend time with the talkative old man on Central Avenue in the Royal Capital Sunlumeo (2nd time)
The Truth About Fairies	Complete the quest “The Essence of Strength”

①Category: Classification of the Compendium

②Name: Name of the Compendium

③ Registration conditions: Conditions for registering in the Chronicle

Chronicle List

■Nature

Compendium	Registration Conditions
Fairy	Spend time with the chatty old man on Central Avenue in the royal capital, Sunlumeo (1st time)
Life of the Fairy	Spend time with the chatty old man on Central Avenue in the royal capital, Sunlumeo (2nd time)
The Truth of the Fairy	Complete the quest "Essence of Strength"
Dragon	<06/06> Observe the fire dragon Mauna in the Crystal Cave of the Nord Ruined Mine
The Truth of the Dragon	After completing the quests "Mischief of the Mad Dragon," "Graveyard of Heroes," and "Legacy of the Previous World," this occurs upon reaching the Dragon Temple Watch the conversation event
Ice Sogne	Watch the conversation event that occurs before the battle with Ice Sogne, which is encountered at the former site of the Royal Magic Academy
Ningen	<06/05〉 Watch the conversation event that occurs when you reach the mountain campsite near the northern border fortress
The Truth of the Ningen	《09/24〉 Watch the conversation event with the ancient fairy Gurdea that occurs at the Secret History Altar in the Eldar's ancient fairyland
Tooth Monster	Complete the quest "Deliver the Tool That Relieves Toothaches"
Great Sand Worm	<06/27> Watch the conversation event with Vardon that occurs at the tavern inn "Visca Alba Tavern" in Martira
Golden Bug	Give a Gold Beetle to the elderly insect lover at the wharf in front of the Coliseum in Brilehaven
Child Crystal	When it is "odd-numbered day / daytime / clear," choose "View of the Beach" on the sandy beach coast of Virga Island, and watch the conversation event among the three Dragon Crystal events in which Gallica's line begins with "Huh? Something in the sky..." (the Dragon Crystal event is selected at random)
Magra's Hole	<06/06〉 Reach the Magla Hole in the No. 3 Mining Area of the Nord Ruined Mine
Tradia Desert	<06/11~06/22》 Speak to the guard in front of the gate on the central street in the Royal Capital Sunlumeo
Tree of Prophecy	<06/25> Reach the Prophecy Tree
Goblin Den	Reach the Goblin Nest
Man-Eating Cave	Reach the Man-Eating Cave
White Night Desert	《07/02》 Reach the White Night Desert
Gracia Jungle	Reach the Gracia Jungle
Great Waterfall of the Strange Idol	Reach the Great Waterfall of the Strange Statue
Towering seawall	《08/15> Reach the Towering Sea Wall
Sign of the Ring	Accept the quest "Defeat the serpent-eating monster that obstructs the funeral rites"
Cave of the Plant Circuit	Reach the Cave of Plant Circuits
A vividly colored sea	Reach the brilliantly colored sea
Land of Rituals	Reach the land of rituals
Cliff of Colerodio	<09/08> Reach the Cliff of Colerodio
Sacred Rock	<09/09〉 Reach Altaberry
Abandoned Road	Reach the Abandoned Road
Withered Heritage	Reach the Decayed Legacy
Mt. Vulkano	Reach Mount Urcano
The Intersection of Autumn and Winter	Reach the intersection of autumn and winter

Nature

Compendium	Registration Conditions
Permafrost Forest	Reach the Everfrost Forest
Light Sand	《06/28》 View the conversation event with Morris that occurs after finishing information gathering in Martira
Scorching	Reach the Ritual Site
The reddened sky of corruption	《09/25》 View the conversation event that occurs upon arriving at the Royal Capital

Magic

Compendium	Registration Conditions
Magic	<06/02》 View the conversation event with Gallica that occurs upon reaching the vicinity of the road in Tradia Desert
The Truth of Magic	《09/24》 View the conversation event with the ancient fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland
Magla	《06/02》 Watch the conversation event with Bergitta that occurs in front of the Riken Magic Shop on Sunlemeo Central Street in the royal capital
Truth of Magla	《09/24》 View the conversation event with the ancient fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland
Magla Crystal	《06/02》 Watch the conversation event that occurs when lining up at the Royal Capital Army Recruitment Office
MAG (MAG)	<06/06》 See the conversation event with More that occurs at the Academiea
Fearification Crystal	See the conversation event that occurs when you encounter Zorba in the Royal Gallery of the Regalith Cathedral
Attraction Crystal	Witness the attraction crystal in the Anteroom of the Regalith Cathedral
"Fearification	View the conversation event that occurs when encountering Zorba in the Royal Gallery of the Regalis Cathedral
Louis's Secret Art	《09/24》 Watch the conversation event with the Ancient Fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland.
Truth of the Fearification Phenomenon	《09/24》 Watch the conversation event with the Ancient Fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland.
Magical device	Already registered from the beginning
Truth of the Magic Device	《09/24》 Watch the conversation event with the Ancient Fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland.
Magla Accumulator	Watch the conversation event with the MAG exchange clerk that occurs in front of the MAG Exchange in the Capital's Sunshade Street.
Background of the Magla Accumulator	《09/26~10/25》 Talk to the intimidating soldier on Central Street in the Capital of Sanrumeo.
Armored Tank	Already registered from the beginning
Flying tank	《07/20》 Watch the conversation event that occurs upon arriving in Bryhaven.
Caladrius	《07/22》 Watch the conversation event with Fidelio and the others that occurs during the Night of Beasts in Bryhaven.
Transfer Magic	《06/29》 Unlock the teleportation magic at the teleportation magic device in the engine room inside the Armored Tank.
Sacred treasure	《08/14》 Watch the conversation event with Edin that occurs at the dock in Bryhaven Trading Market.
The truth of the sacred treasure	《 09/24》 Watch the conversation event with the Ancient Fairy Gurdia that occurs at the Altar of Secret History in the Eldar Ancient Fairyland.
Scepter	《06/02》 Watch the conversation event with Belgitta that occurs in front of the Riken Magic Commerce Company on Central Street in the Capital of Sanrun
The truth of the king	After defeating Zorba's Terrorized Form, watch the conversation event with Louis that occurs in the Throne Room of the Heavenly Giant Face.
The King's Magic	《06/02》 Watch the conversation event with Bergitta that occurs in front of the Riken Magic Shop on Sunlemeo Central Street in the royal capital
King magic by the former king	<06/11> View the state funeral event that occurs in front of the Royal Capital Regalis Cathedral
King magic's protection	《06/22》 Watch the conversation event that occurs before daytime actions begin
The protection of king magic and a duel	《 09/05》 Watch the conversation event with Lera, who visits Virga Island
Removal of the protection of king magic	《 09/12》 Watch the conversation event that occurs in the square in front of the opera house in Altabery
Servant of the king	Defeat the ferocious beast Kimenzann encountered in the garden, Gathering Hall, during the conquest of the Heavenly Giant Face
Dragon God's Spear	(08/14》 Watch the conversation event with Edin that occurs at the dock in the trade market in Bryhaven
The True Power of the Dragon God's Spear	Watch the conversation event inside the Armored Tank that occurs after defeating Homo Margo on Virga Island
Ice Scepter	《09/12》 Watch the conversation event that occurs before the battle with Ice Sogne encountered at the ruins of the Royal Magic Academy
Holy Grail	《09/10> Watch the conversation event that occurs when reaching the rooftop of the theater at Montario Festival Opera House
Awakening Device	<06/05》 Defeat Homo Gorleo encountered at the Royal Army encampment at the northern border fortress
Archetype	<06/05》 Watch the conversation event with More that occurs when you are first summoned to Akademia
The Truth of Archetypes	《09/24》 Watch the conversation event with More that occurs after defeating Homo Gorleo (second time)
Akademeia	《06/05》 See the conversation event with More that occurs when you are first called to the Academeia.
The Truth of Akademeia	<10/26》 See the post-battle conversation event with More that occurs during the conquest of the Demon King Star.
The Prince's Curse	<06/05》 See the conversation event that occurs when you reach the forest campsite near the northern border fortress.
Blueprints of Curse Magic	《06/23》 See the conversation event that occurs before the start of daytime actions.
The Truth of the Curse Blueprints	< 09/10》 After Louis's assassination, see the conversation event that occurs at the Altaberry inn tavern "Sky Tavern."
Farseeing Mirror	<06/05> See the conversation event that occurs when you reach the forest campsite near the northern border fortress.
Giant Face of Heaven	Reach the Giant Face of Heaven.
Face Stone	《06/11》 See the national funeral event that occurs in front of the Regalis Cathedral in the Royal Capital.
Music Magic	<06/02》 View the conversation event with Gallica that occurs upon reaching the vicinity of the road in Tradia Desert
Magic Cigars	<06/12~06/21》 On a rainy day in the Royal Capital, while Regalis Cathedral has not yet been cleared, speak to the man on Shade Street who is immersed in magical tools.

History

Chronicle	Registration Conditions
United Kingdom of Euchronia	《06/02》 See the conversation event that occurs upon reaching the Royal Capital.
Royal Capital Gran-Trad	《06/02》 See the conversation event that occurs upon reaching the Royal Capital.
Regalis Cathedral	<06/11> See the conversation event that occurs before the start of daytime actions.
Portraits of the Kings of the Past	Legaris Cathedral: View the conversation event that occurs in the room with the portrait in the royal gallery
Hall of the Scepter	(06/11) View the conversation event that occurs when returning from the Underground Ossuary to the Capital Inn-Tavern "Honeybee's Whisper"
Underground Ossuary	<06/11> View the conversation event that occurs when reaching the deepest part of the entrance hall of the Regalis Cathedral
Northern Border Fortress	《06/02》 View the conversation event that occurs when lining up at the recruitment office of the Royal Capital Royal Army
Nord Abandoned Mine	<06/06》 Reach the Nord Abandoned Mine

■ History

Chronicle	Registration Conditions
Berega Corridor	Accept the quest "Defeat the Monster on the Transport Route"
Rigno Village	Reach Rigno Village
Rogues' Hideout	Reach the Bandit Hideout
Maribero Quarry	Reach the Maribero Quarry
Unknown Ruins	Reach the Unknown Ruins
Haria Village	<06/06〉 View the conversation event that occurs before the battle with Commander Kringel
Old Castle Town Martira	<06/23> View the conversation event that occurs at the Royal Army Recruitment Hall in the capital with Bardon
Criante Castle	<06/27> View the conversation event that occurs upon reaching Martira
Comero Village	Reach Komero Village
Abandoned Tomb	Reach the abandoned grave
Duchy of Oceana	《06/23> View the conversation event that occurs before the daytime action begins
Marine City Braihaven	《07/20》 Reach Brielhaven
Balmareno Arena	Speak to the flamboyant receptionist while the Balmareno Arena is being held
Inundo Village	Reach Inund Village
Town Reduced to Ruins	<07/18〉 Reach the town that has turned into ruins
Tomb of Lamentation	"Reach the Tomb of Lamentation
Mansion of the Celestial People	Reach the Heavenly People's Residence
Duchy of Montario	《08/14》 View the event for the Hero Appraisal Contest held in Brielhaven
Mountain City Altaberry	<09/09〉 Reach Altaberry
Montario Festival Opera House	《09/09》 View the conversation event that occurs when giving the Dragon God's Spear to Louis
Royal Magic Academy	《08/13》 View the conversation event that occurs when Junah joins
House of Cygnus	《09/12》 See the conversation event that occurs when departing for the ruins of the Royal Magic Academy
Malva Village	Reach Marva Village
rd	<09/09〉 Reach the Boundless Graveyard
Birga Island	< 08/17> After rescuing Edin on Virga Island, see the conversation event that occurs at the inn "Long-Crowing Rooster Inn"
Etoria	See the conversation event that occurs the morning after completing the Dragon Palace Temple
Dragon Palace Temple	<08/17〉 After rescuing Edin on Virga Island, see the conversation event that occurs at the inn "Long-Crowing Rooster Inn"
Ruined Capital: City of Dragon Blessing	Reach the City of the Dragon's Celebration
Sirento Village	Reach Silent Village
Hidden Village	<06/05〉 Watch the conversation event that occurs when you reach the mountain campsite near the northern border fortress
Elda's Ancient Faerie Village	《09/24》 See the conversation event that occurs after defeating Louis Guiabeln (2nd time)
Tower of Malevolence	<09/26~10/25》 Talk to Edin on Virga Island
Tower of Blind Faith	<09/26~10/25》 Talk to Edin on Virga Island
Tower of Insolence	<09/26~10/25》 Talk to Edin on Virga Island
Annexation War	《07/22》 See the conversation event with Louis that occurs in the flying tank Caladrius
Senate	See the conversation event that occurs after defeating Homo Avades at Regalis Cathedral
Hero's Day	<06/11》 Watch the state funeral event that occurs in front of the Royal Capital Regalis Cathedral
Day of Calamity	View the conversation event that occurs upon returning from the underground ossuary to the capital's tavern inn "Whispering Bees."
Royal Tournament	View the conversation event that occurs before the start of daytime actions.
Hero Appraisal Contest	View the conversation event that occurs before the start of daytime actions.
Prince Assault Incident	View the conversation event that occurs upon reaching the mountain forest campsite near the fortress on the northern border.
The Truth Behind the Prince Assault	View the conversation event that occurs after defeating Ice Sogne, encountered at the ruins of the Royal Magic Academy.
Paripas Tribe Riot	View the conversation event that occurs after defeating Homo Jarzo in Criante Castle.
The truth behind the Pari Pas tribe's riot	View the festival event on Bilga Island.
The Magic Academy crackdown incident	《08/14》 View the conversation event with Edin that occurs at the dock in the trading market of Brighaven
The Old World	《09/24》 View the conversation event with the ancient fairy Guldea that occurs at the Altar of Secret History in the Eldar Ancient Fairy Land
The War of Destruction	《09/24》 View the conversation event with the ancient fairy Guldea that occurs at the Altar of Secret History in the Eldar Ancient Fairy Land

■Characters

Compendium	Registration Conditions
Elda tribe	<06/02〉 View the conversation event that occurs when arriving at the capital
The Truth About the Eldar Tribe	09/24> View the conversation event with the ancient fairy Guledea that occurs at the Ancient Fairy Village, Altar of Secret History
Clemar Tribe	<06/02〉 View the conversation event that occurs when arriving at the capital
Rusanto Tribe	《06/02〉 View the conversation event that occurs when arriving at the capital
Yuzif tribe	<07/03〉 Watch the conversation event that occurs when encountering Haisame at the Great Sandworm's Nest
Nidia tribe	<06/26> View the conversation event that occurs after defeating Gido, the leader of the Monk Corps.
The Nidia Tribe's transformation ability	Raise Junah's Supporter rank to 6.
Palipas tribe	<06/02> View the conversation event that occurs upon arriving at the capital.
Ishkia Tribe	<06/24> View the conversation event that occurs inside the Armored Tank after departing from the capital.
Rogue Tribe	<06/06〉 View the conversation event that occurs upon arriving at the underground campsite of the Nord Abandoned Mine.
Muttari Tribe	<06/12~06/16) Speak to the Mutsutari man in the Dayshade Street area of the capital.
Muttari's "third eye"	After regrouping with Eupha in the Dragon Palace Temple, Great Forest Descent, view the conversation event that occurs.
Mixed-blood of another race	At Regalis Cathedral, view the conversation event that occurs in the room with the portrait in the Royal Gallery.
Prince of Eucronia	<06/02〉 View the conversation event that occurs upon arriving at the capital.

■Characters

Compendium	Registration Conditions
The Prince's Truth	《09/24》 Watch the conversation event with the ancient fairy Gudea that occurs in the Prayer Room of Eldar's Ancient Fairyland
(Protagonist) 1st Generation (※1)	<12/35》 Watch the conversation event that occurs in front of the Cathedral of the Royal Capital Regalith
Gallica	<06/02> Reach the Sandstorm Zone in the Tradia Desert
Gallica's Character Profile	Set Gallica's support rank to 1
The Bonds Story Gallica	Raise Gallica's Supporter Rank to 8
Strohl	<06/05》 View the conversation event that occurs upon reaching the fortress on the northern border
Strohl's character profile	<06/06》 View the conversation event that occurs after defeating Captain Kringel
Bond Story: Strohl	Raise Strohl's Supporter Rank to 8
Hulkenberg	<06/11> View the conversation event that occurs when reaching the deepest part of the entrance hall of the Regalis Cathedral
Hulkenberg's character profile	<06/11> View the conversation event that occurs when returning from the underground ossuary to the Royal Capital tavern inn "Whispering Bees"
Bond Story: Hulkenberg	Raise Hulkenberg's Supporter Rank to 8
Heismay	《07/04》 View the conversation event that occurs in front of Martira Criante Castle
Hyzame's Character Profile	《08/15》 View the conversation event that occurs inside the Armored Tank.
Bond Story・Hyzame	Raise Heismay's Supporter rank to 8.
Juna	《06/26》 View the conversation event that occurs after defeating Gido, the leader of the Monk Corps.
Juna's Character Profile	<08/13 》 View the conversation event when Junah joins.
Bond Story・Juna	Raise Junah's Supporter Rank to 8
Eupha	Watch the conversation event that occurs after meeting up with Eupha in the Forested Area of the Dragon Palace Temple
Eupha's Character Profile	Watch the conversation event that occurs the morning after completing the Dragon Palace Temple
Bond Story・Eupha	Raise Eupha's Supporter Rank to 8
Basilio	《07/22》 View the conversation event with Fidelio and the others that occurs during Beasts' Night in Brihaven
Basilio's Character Profile	<09/11〉 View Basilio's Awakening event
Bond Story Basilio	Raise Basilio's Supporter Rank to 8
Fidelio	《07/22》 View the conversation event with Fidelio and the others that occurs during Beasts' Night in Brihaven
Fidelio's Character Profile	<09/11) View Basilio's Awakening Event
Newlass	<06/24》 See the conversation event that occurs after departing from the Capital in the Armored Tank
Bond Story・Newlass	Raise Neuras's Support Rank to 8
Gryas	<06/05》 See the conversation event that occurs upon reaching the forest campsite near the fortress on the northern border
Grias's Profile	(06/11〉 See the conversation event that occurs when returning from the Underground Ossuary to the Capital Tavern Inn "Whispering Bees Tavern"
Utrodaius V	(06/11) See the national funeral event that occurs in front of the Regalis Cathedral in the Capital
Forden	《06/02》 See the conversation event with Gallica that occurs upon reaching the area in front of the Regalis Cathedral in the Capital
Lord of the Principality of Montario	《07/21》 See the event for the Hero Appraisal Contest held in Brilehaven
Duke of the Principality of Oceana	07/21 See the event for the Hero Appraisal Contest held in Brilehaven
Commander of the National Army	《07/21> See the event for the Hero Appraisal Contest held in Brilehaven
Head of the Magic Tools Trade Association	07/21》 See the event for the Hero Appraisal Contest held in Brilehaven
Priest Joanna	<06/28》 See the audience event with Joanna at Criante Castle
Joanna's True Face	(07/21) Watch the event for the Hero Evaluation Tournament held in Brilehaven
Lela	07/21》 Watch the event for the Hero Evaluation Tournament held in Brilehaven
Profile of Lela	《09/12》 Watch the conversation event that occurs after defeating Ice Sogne, encountered at the ruins of the Royal Magic Academy
Gido	《06/24》 Watch the opening ceremony event of the Royal Tournament
Louis	《06/05》 Watch the conversation event that occurs upon reaching the forest campsite near the fort on the northern border
Profile of Louis	<10/26> Defeat Ruin King Caladrius, encountered in Terror Star
The Man Who Controls the Dead	<06/11> Watch the conversation event with Hulkenberg that occurs after the event battle at Regalith Cathedral
Zorba	Watch the conversation event that occurs in the room with the portrait in the Royal Gallery of Regalith Cathedral
Profile of Zorba	Divine Giant Face Watch the conversation event that occurs after defeating Zorba's Fear Form in the corridor and attack site
Grodel	《06/24》 Watch the opening ceremony event of the Royal Tournament
Hecto	(08/13》 Watch the conversation event that occurs after defeating Groedel, encountered in the flying tank Caladrius
Captain of the Guard Kringel	<06/06》 Watch the conversation event that occurs after defeating Captain Klinger
Ancient Fairy Guldea	《09/24》 Watch the conversation event with the ancient fairy Guldea that occurs in the Prayer Room in Eldar's Ancient Fairy Land
Russell	《09/24》 View the conversation event with Russell that occurs at the Light Plaza in the Eldar ancient fairy settlement
Mysterious Voice	<10/26> After defeating the Ruin King Caladrius, view the conversation event that occurs in Academia
More	《06/05> View the conversation event with More that occurs when you are first summoned to Academia
Moa's Character Profile	(10/26》 During the conquest of the Destruction King Star, view the post-battle conversation event with More that occurs
Plateau	Speak to Plato in Academia
The King's Six Spears	(12/35》 View the conversation event that occurs before the start of daytime actions
Maria	《06/10》 View the conversation event that occurs upon arriving at the Royal Capital tavern inn "The Whispering Beehive"
Bond Story: Maria	Raise Maria's Supporter rank to 8
Fabienne	<06/10》 View the conversation event that occurs upon arriving at the Royal Capital tavern inn "The Whispering Beehive"
Batlin	《06/24》 Watch the opening ceremony event of the Royal Tournament
Eddin	《08/14 》 View the conversation event with Edin that occurs at the dock in the Trade Market of Brylehaven
Eddin's Character Profile	After completing the conquest of the Dragon Palace Temple, speak to Edin on Virga Island
Brigitta	Accept the quest "Defeat the Monster on the Transport Route"
Bond Story: Belgitta	Raise Burgitta's Supporter rank to 8

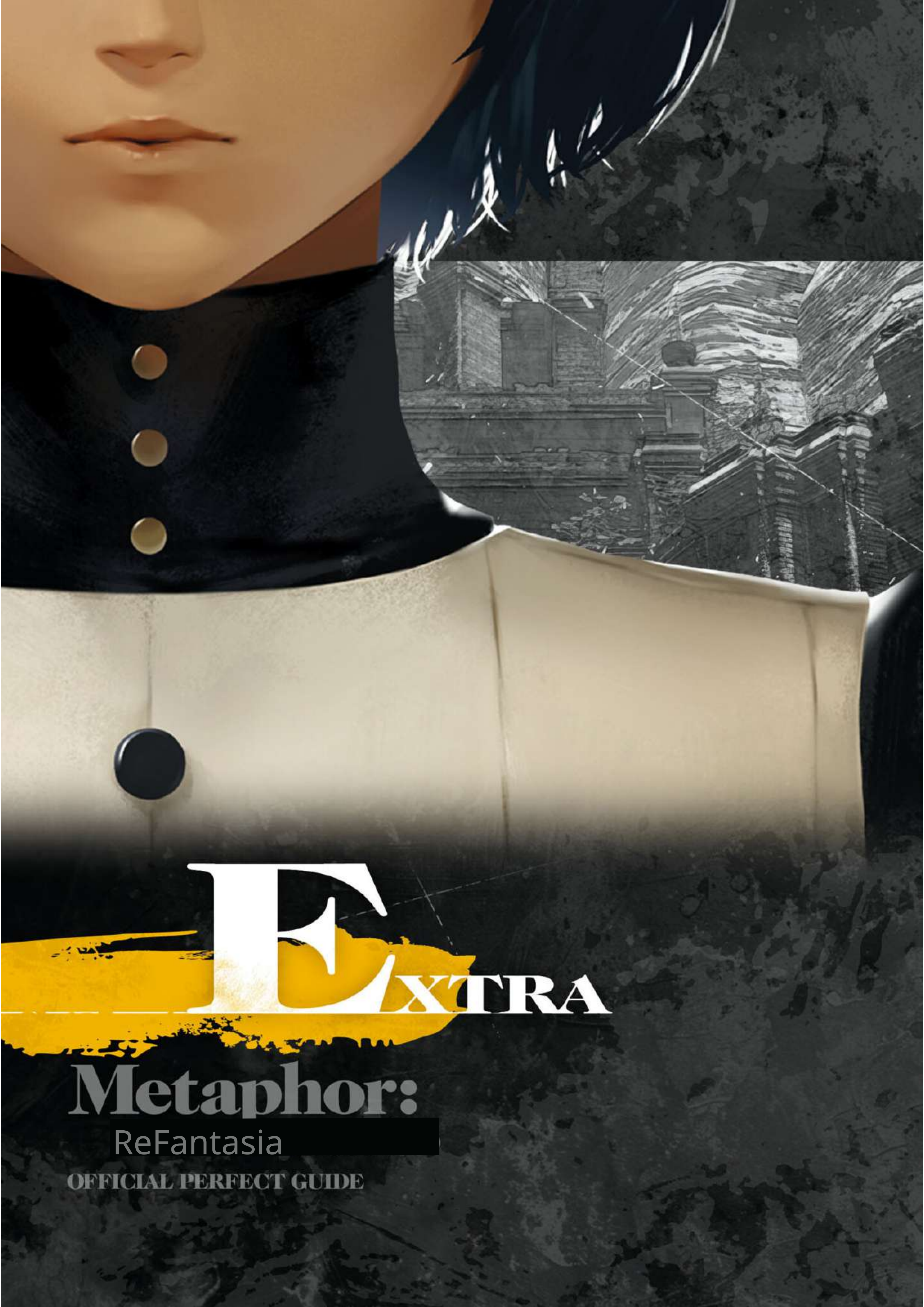
*1 The character in parentheses contains the name of the protagonist set by the player

Characters

Compendium	Registration Conditions
Catherina	<07/20》 See the speech event that occurs at Fisherman's Inn Square in Braihaven
Bond Story · Catherina	Raise Catherina's Supporter Rank to 8
Alonzo	Raise Alonzo's Supporter Rank to 1
Bond Story Alonzo	Complete the quest "Fulfill Alonzo's Dying Wish"
Bardon	《06/23〉 See the conversation event with Bardon that occurs at the Royal Capital Army Recruitment Office
Bond Story · Bardon	Raise Bardon's Supporter Rank to 8
Morris	<06/28>See the conversation event with Morris that occurs after finishing information gathering in Martira
Godard	07/05~07/16>Defeat Goddard the Demolitionist that appears around Martira
Loveless	<07/05~07/16> Argue with Loveless at the podium on DanDan Shop Street in Martira
Rina	< 07/05~07/16 Argue with Lina at the podium on DanDan Shop Street in Martira
Roger	< 07/05~07/16) Argue with Roger at the podium on DanDan Shop Street in Martira
Jin	《07/23~08/11 Argue with Jin at the podium in the Trade Market of Brilehaven
Milo	《06/24> Watch the opening ceremony event of the Royal Tournament
Rudolf	《07/23~08/11 Argue with Rudolf at the podium in the Trade Market of Brilehaven
Julian	07/21》 See the event for the Hero Appraisal Contest held in Brilehaven
Bug-loving Old Man	Brilehaven: Give a total of 46 golden bugs to the bug-loving old man at the dock in front of the Arena
Public crier	Watch Batrin's speech, which occurs after defeating Homo Avades in the Regalis Cathedral
Priest	<06/27> Watch the conversation event that occurs upon arriving in Martira
Mage	<06/05〉 Watch the conversation event that occurs when you reach the mountain campsite near the northern border fortress
Armored Tank Engineer	《06/24> After departing from the capital, watch the conversation event that occurs inside the Armored Tank
Rumormonger	《06/28> Talk to the well-informed man in the street plaza as part of the Great Sand Worm information-gathering event that occurs in Martira
Fortune Teller	<06/28> View the conversation event with Morris that occurs after completing information gathering in Martira
Water seller	<06/12~09/22》 Select "Talk and listen" at the shop "Entelo Couple's Water Shop" in front of the Regalith Cathedral in the Royal Capital
Traveling merchant	<06/06> Speak to the young traveling merchant on the Nord Forest Road in the Nord Ruins Mine
Wandering student	<06/12~09/22》 At night in the Royal Capital, speak to the wandering student in front of Regalith Cathedral
Musician	Speak to the elegant performer at the tavern in any city
Gambling house	Speak to the gambling house man at the trade market in Brilehaven at night
Slave class	<06/11》 Watch the state funeral event that occurs in front of Regalith Cathedral in the Royal Capital

Culture

Compendium	Registration Conditions
Fantasy Novel	<06/02〉 Watch the event where Gallica reads a fantasy novel that occurs at night
Currency	Watch the conversation event with the MAG exchange broker that occurs in front of the MAG Exchange on the Sunshadow Street in the Royal Capital
Calendar	<06/11> View the state funeral event that occurs in front of the Royal Capital Regalis Cathedral
Sacred Church	Already registered from the start
ei Church	Complete the quest "Deliver medicine to the heretic parent and child"
Koujura	Watch the conversation event that occurs after defeating Homo Avades in Regalis Cathedral
Royal Flower	《06/11》 Watch the national funeral event that occurs in front of the Regalis Cathedral in the capital
Knight	《06/11》 Watch the conversation event with Hulkenberg that occurs after the event battle at Regalis Cathedral
Special Knights Order	《07/03》 Inspect the royal knight's certificate at the Hideout of the Sand Worm Nest, Haisame
Day of Leniency	< 07/27〉 Reach 07/27 while the Flying Tank Caladrius remains unconquered and you are in Brilehaven
Montario Religious Festival	08/14》 Watch the event for the Hero Appraisal Contest held in Brilehaven
Offering Ritual	《08/14》 View the event for the Hero Appraisal Contest held in Brielhaven
Recruitment Hall	<06/02〉 Watch the conversation event with Gallica that occurs upon reaching the front of Regalis Cathedral in the capital
Bounty	In the quest "The Man-Eating Monster That Subdues Wild Dogs," watch the conversation event that occurs after defeating the Man-Eating Manjula
Heretic	<07/23~08/12》 Spend time with the masked woman in the Fisherman's Inn Plaza in Brilehaven at night
Miko of Virga Island	Spend time with the village priest on Virga Island
Dragon God Eto	Watch the conversation event that occurs when returning to Virga Island after the battle with the evil dragon Eto
The Twelve Zodiac Divine Platforms	View the conversation event that occurs at the deepest part of the approach to Shindai in Tatsu-iwai City
Heretical Festival	View the festival event on Bilga Island.
Dragon's Tears	View the festival event on Bilga Island.
Secret Wilt Remedy	Accept the quest "Find ingredients for the wilt remedy"
Honeybee Whisper Tavern	<06/10> View the conversation event that occurs upon reaching the Royal Capital tavern inn "Honeybee Whisper Tavern
Bidō Bird with Red Herb Roast	《06/10> View the conversation event that occurs upon reaching the Royal Capital tavern inn "Honeybee Whisper Tavern
Whole-roasted giant sandworm larva	<06/27〉 See the conversation event with Barden that occurs at the tavern inn "Visca Alba" in Martira
Night of Beasts	《07/22》 View the conversation event that occurs before daytime actions begin
Kaiden Workshop	<06/26〉 View the conversation event that occurs after defeating the commander of the monk soldiers, Gido
Lette	Complete the quest "Deliver the Homing Pigeon Egg"
Dragon's Trial	Complete the quest "Essence of Strength"


EXTRA
Metaphor:
ReFantasia
OFFICIAL PERFECT GUIDE

EXTRA

Complete Strategy Chart

For players who want to enjoy as many elements as possible on their first playthrough, this book includes a recommended chart. First, check the seven points to keep in mind listed here before starting to play.

Chart Guidelines

For players who want to savor all of the elements prepared in this work, in addition to maximizing the King's Virtues and Supporter ranks, this book has compiled an original chart starting on page 482 that aims to achieve every element, including obtaining all Golden Beetles, Chronicles, and trophies. While traveling in the armored tank, activities such as cultivating plants, using the barrel bath, chatting with companions, battling rival candidates, and

The progression is designed so that you can also enjoy events that are not essential to complete攻略. Also, for conversations where the answers change the King's Virtues and the amount of MAG obtained, the options that yield the most are listed, so please check the chart during events as well. For dungeon layouts, item locations, and boss strategies, refer to the pages indicated in the chart.

Elements that can be achieved by following the chart

- MAX all of the King's Virtues
- Max out all Supporter ranks
- Complete all quests
- Obtain all Gold Beetles
- Read every book
- ◎ Register all Observations
- ● Win all debates against opposing candidates
- ● Encounter the Armored Tank of all opposing candidates
- Conquer the Arena rank matches
- Gain the maximum amount of MAG through conversations
- Reach the True End
- Obtaining Trophies (※1)

※1: Excludes those obtained voluntarily by the player

EXTRA

Complete strategy chart)

Tips 1 Actions to Get into the Habit of Doing in the Armored Tank

By performing the following actions inside the armored tank, you can obtain items and the like. These are mainly used as cooking ingredients, so make sure to collect them each time you board. Also, Maria's Supporter ability includes one that lets you cook without spending time, so after learning it, I want to make cooking itself a regular habit as well.

Actions to Get into the Habit of Doing in the Armored Tank

- Cook meals
- Check the food pantry
- Catch the insects gathering around the campfire
- ●Use the restroom or bath

⬆The "Gaisen Mushroom" found in the pantry is a rare ingredient that can only be obtained inside the armored tank. Items change at random, and the one you want may not be easy to get, so be sure to check every time.

⬆Using the bath gives the protagonist +100 experience points, and using the restroom on a rest day increases the protagonist's "Luck" by +1. The increase each time is small, but if you make it part of your routine while aboard, it will lead to major improvements.

Tip 2 Gather the cooking ingredients before departure

As mentioned above, you can cook in the armored tank, but the ingredients must be prepared before departure. When you arrive in a town or village, check the ingredients being sold and buy the amount you need. Some shops in the Capital and on Virga Island also carry items that are added as the story progresses.

Be careful not to do so. When you stop by, don't forget to buy things, as it also takes time to visit, and, like dungeons, villages

Ingredients obtainable by location

Location		Items (1)
Royal Capital	Butcher	Bidō bird meat (3) Mora rabbit meat (4) Trottoro (4) Monster bone (3) Funiafuna (3) Nishiki silk koi (2), white peach turnip (5) Iwa beans (5)
	Water Shop	Clean drinking water (9) Mild milk (6) Fragrant powder (5) Bry salt (5) Orgo sugar (4) Alta berry wheat flour (4)
	Street Stall	Crimson herb (5)
	General store	Baku moth (2) Tō honeybee (5)
Martira	Butcher	Bido Bird Meat (3) Mora Rabbit Meat (4)
	Water Shop	Clean Drinking Water (9) Mellow Milk (6)
	Street Stall	Rock Beans (5) Fragrant Ground Flour (5)
Bryha Ven	"Butcher	Melty (4) Mora Rabbit Meat (4)
	Water Shop	Clean drinking water (9) Brai salt (5)
	Street Stall	Sand-Battered Meat (1) Giant Rib Meat (2) Fairy Flower Nectar (2)
Birga Island	Butcher	Monster Bone (3) Mora Rabbit Meat (4) White Peach Turnip (5), Flunyafuna (3)

Location		Items (1)
Birga Island	Water Shop	Clean drinking water (9) Empress bee honey bottle (5)
	Street Stall	Sand worm meat (1) Giant prime rib (2) Demon flower honey (2) Je scale powder (1)
Altbury	Butcher	Monster bone (3), Nishiki silk koi (2)
	Water Shop	Clean drinking water (9) Mild milk (6) Orgo sugar (4)
Rigno Village		Mellow Milk (6), Orgo Sugar (4)
Komero Village		Orgo Sugar (4)
Inundo Village		Mellow Milk (6)
Sirento Village		Clean drinking water (9) Flunyafuna (3)
Malva Village		Altaberry Flour (4)
Food storage		Clean Drinking Water (9) Mellow Milk (6) Stone Beans (5), Fragrant Ground Flour (5) Bido Bird Meat (3), Mora Rabbit Meat (4) Gaisen Mushroom (5) Red Fragrant Herb (5) Orgo Sugar (4) Blei Salt (5)
Campfire		Bag Moth (2) Tou Honeybee (5)
Fishing		Flunyafuna (3) Brocade Silk Carp (2) Legendary Master (3), Empress Bee Nectar Bottle (5)

*1 The numbers in parentheses indicate the minimum amount needed to make all dishes. Items in red will be added as the story progresses

Know-how 3 Divide the number of exploration runs according to the size of the dungeon

The chart published from page 482 sets the exploration period at 1 to 3 days depending on the size of the dungeon. If you return partway through, it lists specific Magla holes and Plato phantoms. Basically, when the exploration period is 2 days, the return point is set just before the boss, and when it is 3 days, it is set around the middle and just before the boss, so use this as a guide when exploring. To explore for longer, the key is not to overuse MP recovery items.

⬆ Some places can be shortcut by unlocking doors. If you will be exploring again the next day, unlock these mechanisms before returning.

Tip 4 Do not put off Moa's challenges.

The quests you can receive from Moa have no time limit, but the chart sets a recommended period for completion. Delays in completion also affect the rank-up of Imagination, so make sure to meet the conditions within the recommended period. In particular, challenges that require raising an Archetype to a specific rank can be forgotten if you leave them for later. Since rank-ups take time, you should start developing them as soon as you receive the quest whenever possible.

↑ To complete the challenge, it is also a good idea to save items such as "Hero's Incense" that increase Archetype EXP.

Knowledge 5 Aim to buy items on discount days

When procuring equipment at shops, try to buy it on days when it's discounted as much as possible. Discount rates are 20% on rest days, 30% on the monthly special sale day on the 29th, 30% on the 07/27 "Mercy" day, and 20% through Supporter abilities; when conditions overlap, you can get up to a 50% discount.

It's a good idea to do so. Buy them all at once on discount days expensive items such as limited editions especially those with limited stock

Tip 6 Don't forget to interact with the townspeople, either

In towns across the land, there are also special residents, such as musicians who play music and betting shops that predict support rankings. You can also buy information from rumor-mongers, or receive items by talking to specific people (P.056), so there are things to gain through interaction as well. Be sure to explore every corner of the towns.

Some residents may not appear depending on story progression. Some items also change depending on the time of day and weather, and the items can also change.

Tip 7 Some trophies require proactive actions

Among the trophies, there are many that can only be obtained if the player takes initiative and acts on their own. Rather than simply following the EXTRA chart, play while also thinking about fulfilling these acquisition conditions. In particular, "A New Hero," "Experiment Concluded," "Greatest Chef," and "The Blade That Runs Through the City" cannot be achieved overnight, so it is important to keep them in mind from day to day. The most difficult to achieve will be "Sealing the Forbidden Book" and "The Ruin of the Ruin King," " which require defeating the strongest boss in the game. Since one of them cannot be obtained unless it is a second playthrough, please spare no time in challenging yourself for the sake of trophy completion.

Achievement is not possible, so it is important to stay mindful of it on a daily basis. The most difficult achievements are likely "Sealing the Forbidden Book" and "The Ruin of the Ruin King," which involve defeating the strongest boss in this game. Since one of them cannot be achieved unless it is on a second playthrough, I want you to spare no time in challenging yourself for the sake of trophy completion.

↑After you learn an Archetype in the Merchant lineage, actively use "Gold Attack" and "Gold Rush" to acquire "Money Power." In the case of "Gold Rush," using it 40 times will earn you the trophy.

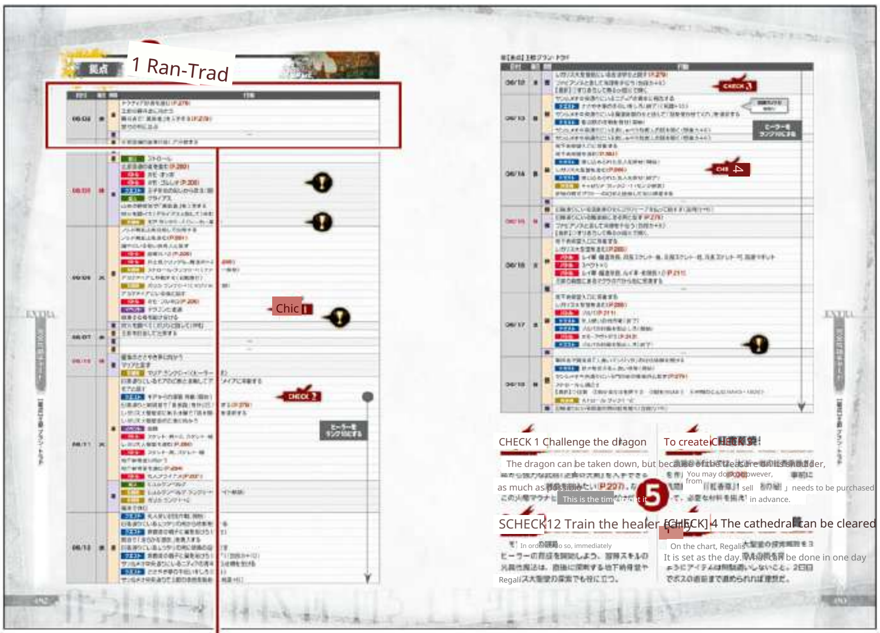
↑ To obtain "Blade Racing Through the City," you need to travel a very long distance on a Tachi-riding mount. It cannot be achieved by riding only occasionally, so whenever moving around the city, make a point of always riding the Tachi.

Trophies that require proactive action

Trophy Name	Acquisition Conditions
Sealed the Forbidden Book	Defeated the crimson dragon of the apocalypse
The Downfall of the Ruin King	Defeated Caladrius, the King of Ruin with true power
One Who Has Mastered the Path	Mastered an Archetype
New Hero	The protagonist mastered all Archetypes
Power of Unification	Used Zingéne for the first time
Used 50 types of exceptional team tactics, Synthesis	
Experiment started	Conducted a special experiment
Experiment ended	Created all vessels and masks
Fast Attacker	Knocked an enemy into a stunned state
Tactical Attacker	Performed preemptive attacks on stunned enemies 100 times

Trophy Name	Acquisition Conditions
The Art of Surviving	Stole an item from an enemy
Money Power	A skill that consumes money, totaling 100000 Reeve Consumed
Sharp-Eyed Hunter	Defeated 10 Elnetas
Great Generals Never Get Hurt	Performed NO DAMAGE KILL 50 times
Best Neighbor	Consulted Gallica 100 times
Ultimate Chef	Created all dishes
Awakening Power	Purified equipment
Skilled at Making Ends Meet	Shopped during a sale
Blade Running Through the City	Reached a certain total distance traveled while riding a sword

〈Complete Strategy Chart〉



Date	Day	Time	Action
06/03			Advance through the Tradia Desert (P.276)
			Head to the Capital's Recruitment Office
			"Obtain the "Golden Beetle" at the Recruitment Office (P.279)
			Stand in line at the reception desk"
		Night	—
06/04 Iron			Daytime: Depart for the northern border fortress
		Night	—

1 ● Base: The town serving as the base during progression

② Date/Day of the Week: The date and day of the week. Rest days are written in red.

③ Time: Time period. In the chart, early morning to evening is marked as "day," and night to midnight is marked as "night."

④ Actions: The actions to take on that day. Since items are listed in chronological order, with earlier events or those that do not consume time placed first, proceed with the actions from top to bottom. The notes inside 〈〉 indicate the royal virtues that increase, the amount of MAG obtained after a conversation, and the Archetypes that become available. The notes after 【Choice】 indicate the option that yields the most MAG or the correct answer. ① to ⑩ indicate the order of the choices, and items marked "optional" will not change the result regardless of which one you choose. For icons indicating action categories and icons within actions, refer to "Meaning of Icons" below.

⑤ CHECK: Notes on points to keep in mind when advancing the chart. The icons correspond to those in the chart.

Meaning of Icons

- **Quest** …… Quests that begin or end
- **Battle** — Battles that occur. The regular battles that occur with the Armored Tank are not listed.
- **Supporter** …… Supporters whose rank increases
- **Joined** — Characters who join the party
- **Event** …… Events that occur. Only some events are listed, such as those in which a significant amount of time passes and the discovery of scenic spots.

CHECK 1 — ⑤ Actions explained in CHECK

Wisdom Rank 2 物知り — The timing when the rank of Royal Virtue increases (※1)

Timing when a Supporter rank reaches MAX Timing

(Trophy icon) — The timing of obtaining the trophy through the actions in the chart

Raise the Healer to rank 10 — Recommended period for completing More's assignments. The chart sets a completion period for each assignment, and records the quest report and the amount by which the King's Virtues increase at the end of that period. Even if the timing of completion is earlier, it does not affect progression.

※1: The rank-up of Imagination may occur earlier depending on the timing of reporting the quest "More's Assignment ○○"

Base Capital Gran-Trad

Date	Day	Time	Action
06/02 Wed		Daytime	Advance through the Tradia Desert (P.276)
			Head to the Capital's Recruitment Office
			Obtain "Golden Roar" at the Recruiting Hall (P.279)
			Line up in the reception queue
		Night	—
06/04 Iron		Day	Depart for the Northern Border Fortress
		Night	—
06/05	Rest	Day	Joined Strohl
		Night	Advance through the Northern Border Fortress (P.280)
			Battle | Homo Oppo
			Battle Homo Gorreo (P.205)
			Quest Save the Prince from the Curse of Death (Start)
			Joined Grius
			| Obtain "Golden Beetle" at the forest campsite
			Examine the campfire (talk to Grius) and rest
			Supporter Moa: Rank 01 <Seeker unlocked>
06/06 Tue		昼	Depart for the Nord Mining Ruins
			Proceed through the Nord Abandoned Mine (P.281)
			Talk to the young traveling merchant along the way
			Battle: Imperial Army Soldier ×2 (P.205)
			Battle: Captain Kringel, Mage Soldiers ×2 (P.206)
			Supporter Strohl: Rank 0→1 <Fighter unlocked>
			|Move to Akademia (automatic progression)
			Supporter Gallica: Rank 01 <Magician unlocked>
			Talk to the cat in Akademia
			Battle Homofurukiro (P.206)
			Event: Encounter with a dragon — CHECK 1
			Run across the collapsing bridge
		Night	At night, inspect the campfire (talk to Gallica) and rest
06/07 Wed		Day	Depart for the Royal Capital
		Night	—
			—
06/10	Rest	Daytime	Head to the Whispering Bees Tavern
			Talk to Maria at night
			Supporter Maria: Rank 0 1 <Healer Unlocked>
06/11	Fire	Fart	Contact More's illusion on the Shade Street and move to Academia
			Talk to More
			Quest: More's Challenge — Prologue (Start) — CHECK 2
			Obtain a total of 2 "Golden Bugs" from Shade Street and the general store (P.279)
			Select "Listen" at the water pavilion in front of Regalis Cathedral
			Head to the plaza in front of Regalis Cathedral
			Event National funeral
			Battle Skeleton Swords x2, Skeleton Spears x3
			Proceed through Regalis Cathedral (P.286)
			Battle: Skelet Sword, Skelet Spear
			Head to the underground ossuary
			Proceed through the underground ossuary (P.284)
			Battle Dead Grius (P.207)
		Night	Joined Hulkenberg
			Supporter Hulkenberg: Rank 01 〈Knight Unlocked)
			Supporter Gallica: Rank 1→2
			Rest at the bed
06/12 Wed		noon	Quest Dead-Man User Suppression Operation (Start)
			Accept a request from the shady-looking man on Shade Street
			Quest Deliver Medicine to the Heretic Parent and Child (Start)
			Purchase "Pure Breath" at the church
			Give the requested item to the man in Mutari on Sunshade Street
			Quest Deliver Medicine to the Heretic Parent and Child (End) 〈Compassion +10>
			Receive a request from the Nidiah youth on Sanrumeo Central Street
			Quest Help out at Whispering Tavern (Start)
			Admire the view of the Royal Capital on Sanrumeo Central Street <Insight +6>

Healer
Make it rank 10

[Base] Capital Gran-Trad

Date	Day	Time	Action
06/12 Wed		Night	Speak to the wandering student in front of Regalis Cathedral (P.279)
			Talk to Fabienne and help with the cooking Courage +8 〉
			[Choice] ① Grate it and simmer it or cook it over low heat
			CHECK 3
06/13	緑	Day	Report to the Nidia youth on San Rumeo Central Street
			Quest Help out at Whispers Tavern (Completed) 〈Insight +10 〉 → Insight Rank 2 "Know-it-all
			Talk to the woman at the magic tool shop on San Rumeo Central Street and select "Let me hear it"
			Quest Defeat the monster on the transport route (Start)
			Listen to the chatty old man on San Rumeo Central Street <Imagination +6>
		Night	Listen to the chatty old man on San Rumeo Central Street <Imagination +6)
			Raise the Healer to rank 10
06/14	鉄	Day	Move to the entrance of the underground ossuary
			Proceed through the underground ossuary (P.284)
			Quest Find the trapped friend (Start)
			CHECK 4
			Proceed through Regalis Cathedral (P.286)
			Quest Find the trapped friend (Completed)
			Supporter Catherina: Rank 0→1 〈Monk unlocked〉
			Contact Plato's phantom in the Offering Room and return to town
		Night	—
06/15 Rest		Day/Night	Day: Pay the activist woman on Shade Street 250 reeve to encourage her; Persuasion +6 〉
			Talk to the man immersed in a magical device on Shade Street (P.279)
			Night: Talk to Fabienne and help with cooking 〈Tolerance +8〉
			[Choice] ① Grate and simmer or cook over low heat
06/16	Fire	Daytime	Move to the entrance of the Underground Ossuary
			Proceed through Regalis Cathedral (P.286)
			Battle | Louis Army Mage Captain, Skeleton Sergeant Spear, Skeleton Sergeant Sword, Skeleton Sergeant Bow, Cursed Bone Magilet
			Battle Sect ×5
			Battle Louis Army Mage Captain, Louis Army Sword Captain ×2 (P.211)
			Return to the city through the Magla Hole in the Royal Gallery
		Night	—
06/17	Water	Daytime	Move to the entrance of the Underground Ossuary
			Proceed through Regalis Cathedral (P.286)
			Battle Zorba (P.211)
			Quest Necromancer Extermination Operation (Completed)
			Quest | Stop Zorba's Plan (Started)
			Battle Homo Avades (p.212)
			Quest Stop Zorba's Plan (Completed)
		Night	—
06/18	Green	Day	Accept the bounty request to exterminate the wanted criminal "Man-Eating Manjura" at the Recruitment Office
			Quest Man-Eating Monster That Commands Wild Dogs (Started)
			Talk to the guard in front of the gate on Sunlumeo Central Street (P.278)
			Spend time with Strohl
			[Selection] ① Any ② Let's look for a way to help ③ Let's work something out ④ It's about our companions <MAG+1800>
			Supporter | Strohl: Rank 1 → 2
		Night	Hear the story of the masked man in Shadow Lane 〈Toleration +6 〉

CHECK 1 Challenge the dragon

You can proceed without fighting the dragon, but since you can obtain a powerful weapon, the "Reversed-Scale Greatsword," from the treasure chest in the back , it's best to challenge it if possible (p. 207). Also, this is the only time you can fight the fire dragon Mauna.

CHECK 2 Train the Healer early

To complete More's request, start training the Healer right away. The learned skill's light-element magic will also be useful later when exploring the Underground Ossuary and Regalis Cathedral.

CHECK 3 How to make Grilled Red Herb

When helping out at the tavern, you can make "Bird of Bidō Roasted with Red Herbs" (P.062). However, beforehand you need to buy "The Secret of the Shop That Sells 'Red Herbs'" from the rumor broker and have the necessary ingredients ready.

CHECK 4 Clear the Cathedral in 3 Days

The chart sets the exploration period for Regalis Cathedral at 3 days. On day 1, make sure not to waste items so you can break through the antechamber. Ideally, you should be able to get to just before the boss by day 2.

■[Base] Capital Gran-Trad

Date	of Week	Time	Action
06/19 Iron		Day	Spend time with Hulkenberg [Choice] ① A worthy rival or looks tough ② Any ③ Are you okay? <MAG+900> Supporter Hulkenberg: Rank 1 → 2
		Night	Hear the masked man's story on Shadow Street (Compassion +6>
06/20	Rest	Daytime	Head from the gate south of the central street in San Rumeo to Belega Corridor Begin exploring Belega Corridor (P.292) Obtain "gold" at a gathering point Battle Fierce Beast Guptaros (P.247) Return to the city
		Night	—
06/21	Fire	Daytime	Report to Bergitta on San Rumeo Central Street Quest "Defeat the monster on the transport route" (Complete) (Courage +10 > Supporter Bergitta: Rank 0 → 1 <Dealer unlocked>
		Night	Move to Akademeia and talk to More Quest More's Assignment: Prologue (Complete) (Imagination +10) [Selection] ① Optional ② I'll change it or maybe that's true (MAG+850> Supporter More: Rank 1 → 2 Quest More's Request: Chapter of Trials (Start) Talk to Fabienne and help with cooking 〈Toleration +8〉 [Choice] ① Grate and simmer or cook over low heat
06/22 Wed		Daytime	Head to the plaza in front of Regalis Cathedral
		Night	—
06/23 Green		Daytime	Talk to the recruitment officer and accept the request to subdue Haiseme Quest The kidnapping in the old castle town (Start)
		Night	Rest at the bed Quest Deliver a story from your travels to Maria (Start)
06/24 Iron		昼	Set out for Martira Head to the engine room Read "A New World Travelogue" on the bookshelf <Imagination +10> [Choice] ①~③ Any
		Night	Talk with Strohl <Imagination +10> [Choice] ① I had no companions <MAG +600>
06/25	Rest	Day	Read "A New World Travelogue" on the bookshelf 〈Imagination +10〉 [Choice] ① It's a castle Event Scenery: Prophecy Tree <Insight +10)
		Night	Talking with Hulkenberg Imagination +10> [Choice] ① Cool or a little scary (MAG+450)
06/26 Tue		昼	Battle: "Monk Captain Gido, Monk Troops, Spear Troops, Monk Mage Troops
		Night	Quest: Find the person who knows about the relic (Start)

Healer
Make it rank 10

Rank 2 of Tolerance
Good listener

CHECK 5

Imagination Rank 2
Full of ideas

Touch point

Martira, the Old Castle Town

Date	Day Time		Action
06/27 Wed		Day	Event: Arrive at Martira
		Night	Examine the fireplace in the tavern and obtain the "Golden Bug" (P.294) At night, drink the water on the desk in the tavern guest room Rest at the bed
06/28	緑	Day	Drink the water on the desk in the tavern guest room Talk to Bardon in front of Criante Castle and head inside Talk to a Martira resident to obtain information
		Night	—
06/29	Iron, Noon		Examine the transfer magic device and teleport to Martira Drink the water on the desk in the tavern guest room Approach the slick-looking man in the street plaza Talk to the slick-looking man and select "It's a request from the future king" Quest Deliver the ring to Kukulus (Start) Receive a request from the melancholy young man in the street plaza Quest Deliver the Carrier Pigeon Egg (Start) Receive a bounty request to defeat the wanted criminal "King Goborn" at the Recruitment Office Quest The New King Who Leads the Goblins (Start) Talk to Fabienne in the capital (Do not select "I want to make Maria smile") Quest Deliver the souvenir story to Maria (End)

CHECK 6

[Base] Castle Town of Martira

Date	Day of the Week	Time	Action
06/29	Iron	Afternoon	Spend time with Strohl
			[Choice] ①~③ Optional ④ I'll go with you (MAG+1050)
			Supporter | Strohl: Rank 2→3〈Swordmaster unlocked〉
		Night	Talk to the elegant performer at the tavern (the performance request is optional)
			Spend time with Brigitta
			[Choice] ① So it's actually a vicious monster...? ② Why hide it to that extent? ③ ④ Optional <MAG+1350>
			Supporter Brigitta: Rank 1→2
06/30 Rest		Daytime	Move to the armored tank's operations room
			Set out for the goblin nest
			Spend time with Hulkenberg
			[Choice] ① Anything goes ② Be even stricter! ③ That's not like you <MAG+1150>
			Supporter Hulkenberg: Rank 2→3〈Magic Knight unlocked〉
			Begin exploring the Goblin Den (P.302)
			Obtain the "Golden Beetle" at a gathering point
			Battle Goborn the King, Goborn Est, Swordsman Goborn Est, Curse Goborn Est, Bowman Goborn Est (P.248)
			Return to the city
		Night	—
07/01 Tue		Day	Report the bounty target "Goborn the King" defeated at the Recruitment Barracks
			Quest The new king leading the goblins (Completed) <Courage +10>
			Head from the gate south of Sunlmeo Central Street in the Royal Capital toward Tradia Desert
			Begin exploring Tradia Desert (P.276)
			Obtain "Gold Crystal" at gathering points
			Battle | Man-Eating Manjula (P.247)
			Return to the city
		Night	—
07/02 Wed		Daytime	Move to the armored tank's operations room
			Set out toward the lair of the Great Sandworm
			Sharpening weapons with Strohl <Courage+10> (Courage Rank 2 Has guts)
			[Choice] ① Let me help you or I want to go on a journey ② Optional ③ I do wonder sometimes or just because... <MAG+1500>
			Event Magnificent White-Night Desert <Insight+10>
			Battle: Bounty Queen Cazerina
			[Choice] ① You too ② You think so too? ③ That might be a good idea ④ Optional <MAG+1800>
			Supporter [Cazerina: Rank 1→2
		Night	Play a match against Hulkenberg <Insight+10>
			[Choice] ① Impressive, or It's a painful past... ② Optional ③ Whichever of us is the captain... <MAG+1500>
07/03 Green			Battle | Homo Ptera, Giant Sand Worm (P.214)
			Proceed through the inside of the giant sand worm (P.296)
			Battle |Parasite Worm Valmo (P.215)
		Day	Proceed through the giant sand worm's nest (P.298)
			Battle Hyzame (P.215)
			Investigate Hyzame's hideout
			Battle Hyzame (P.215)
		Day/Night	Rest at the bed at night
			—
07/04	Iron	Night	Head to the underground waterway
			Advance through Criante Castle (P.299)
			Battle Prison Guard Hound Diabund ×3
			Joined Hyzame
			Rest at the bed
			Supporter Haisame: Rank 0→1 <Thief unlocked>

CHECK 5 Do not make food yet

Inspecting the cooking station on the armored tank will let you obtain the recipe for cooking. You can create items useful for exploration and battle, but at this point you should still hold off on cooking. Until you learn Maria's ability "The Secret to Time-Saving Cooking," which lets you cook without spending much time, spend your time on other actions.

CHECK 6 Drink water for three consecutive days

If you inspect the table in the guest room at the tavern inn in Martira, you can drink the water in the pitcher. There are three possible contents, and you can randomly obtain one of the following: 10 reeve, 20 MAG, or the "Golden Beetle." Since you can do this only once per day, be sure to inspect it for three days in a row to guarantee obtaining the "Golden Beetle."

■[Base] Castle Town Martira

Date	Day	Time	Action
07/05	Rest	昼	Quest True Kidnapper Capture Operation (Start)
			Report the defeat of the bounty target "Manjula the Cannibal" at the recruitment office
			Quest Beast Dogs and the Cannibal Monster (End) <Courage +10>
			Accept the request to defeat the bounty target "Vermo, Lord of the Rock Worms" at the recruitment office
			Quest Cannibal Worms Rampaging in the Mine (Start)
			Move to the armored tank's operations room
			Set out for the Man-Eating Cave
			Read "The Art of Making Them Nod" on the bookshelf <Persuasion +10>
			[Choice] ① To gain the upper hand
			Stop by Komero Village (CHECK 7)
			Quest: Find the Person Who Knows About the Relic (Completed)
			Supporter | Newras: Rank 0 → 1 (Gunner unlocked >
			Quest Find the Lost Relic: The Inventor's Will (Started)
			| Buy "Assorted Pigeon Egg Parcel" in Komero Village
			| Continue traveling by Armored Tank
			Take Gunner courses (CHECK 8)
			Move to Akademeia and talk to More
			Quest Moore's Task: Chapter of Trials (End) (Imagination +10)
			[Choice] ① Any ② I'll lend a hand (MAG+450>
			Supporter Moa: Rank 2→3 〈Magic Seeker Unlocked〉
			Quest Moa's Task: Chapter of Solitude (Start)
			Begin exploring the Man-Eating Cave (P.303)
			Obtain the "Bolt-Fitted Mineral" from a treasure chest
			|Obtain "Gold" at a gathering point
			Battle Rock-Insect Chief Valmo ×2 (P.249)
			Return to town
		Night	—
07/06	Fire	昼	Deliver the request item to the melancholy young man in the highway plaza
			Quest Deliver the pigeon egg (End)
			Report the subjugation of the bounty target "Rock-Weapon Chief Valmo" at the Recruit Barracks
			Quest Man-eating Worms Plaguing the Mine (Complete) <Courage +10>
			Talk to Fabienne in the capital and choose "I want to make Maria smile," then spend time with Maria
			[Choice] ①-⑤ Any ⑥ Not weird ⑦ Because I promised ⑧ ⑨ Any <MAG+1900>
			Supporter Maria: Rank 1 → 2
		Night	Spend time with Nylas
			Quest Search for the lost relic The inventor's will (Complete)
			[Choice] ① Any ② Felt motivated ③ Didn't stray from the path<MAG+1300>
			Supporter Nylas: Rank 1 → 2
			Quest Seek the Lost Relics: Fate's Junk (Start)
07/07	Water		During the day, talk to the hot-blooded young man in the street plaza and test your courage to gain Courage +10>
		Night	Talk to Lina at the podium in Martira and engage in a debate to gain Persuasiveness +10, Imagination +5〉
			【Choice】 ① What about discrimination and poverty?
07/08	緑	昼	Receive a request from the indignant noble on Sanrumeo Central Avenue in the capital
			Quest Retrieve the Family Heirloom Necklace (Start)
			Receive a request from the restless soldier at the entrance to the underground ossuary
			Quest Find the Charm-Banishing Skull (Start)
			Begin exploring the underground ossuary (P.284)
			Defeat enemies and obtain 8 "Skulls"
			Battle Kadabrich, Soldier Skeleton Sword, Soldier Skeleton Spear, Soldier Skeleton Bow (P.248)
			Deliver the requested item to the fidgety soldier at the entrance to the underground ossuary
			Quest Find the talismanic skull (completed)
			Return to the city
		Night	—
07/09	Iron	Day	Deliver the requested item to the indignant nobleman on Sunleo Central Street in the capital
			Quest Take back the family heirloom necklace (completed) <Courage+10>
			Spend time with Maria
			[Choice] ① Let's pick them together ② Optional ③ I'm here ④ ⑤ Optional (MAG+2050)
			Supporter Maria: Rank 2 → 3 (Priest unlocked〉
		Night	Reason with Roger at the podium in Martira (Persuasiveness +10, Imagination +5)
			[Choice] ① Taxes are a means of helping one another
07/10	Rest	Noon	Head to Criante Castle from the dead-end alley by the old well
			Advancing through Criante (P.299) (CHECK 9)
			Battle: 3 Military Wolves Ulhas
			Rescue an ally from the Prison of Sinners

Dealer to Rank 15

[Base] Castle Town of Martira

Date	Day of the Week	Time	Action
07/10 Rest		Daytime	Battle |Prison Guard Dog Diabundo ×5
			Battle Kapuzard ×2
			Battle: Kimenza
			Return to the town through the Magla hole in the hidden underground passage (Dealer to Rank 15)
		Night	—
07/11	Fire	Daytime	Head to Criante Castle from the dead-end alley by the old well
			Advance through Criante Castle (P.299)
			Battle Homo Jarzo (P.218)
			Quest True Kidnapper Capture Operation (Completed)
			Quest Kidnapping in the Old Castle Town (Completed) (Courage +10>
			Supporte Gallica: Rank 2→3 〈Wizard unlocked〉
		Night	—
07/12	Water	昼	Receive a request from a refined woman at the tavern in Martira
			Quest: Deliver a dish that will impress the chef (Started)
			Gather the ingredients for "Healing Bread" (CHECK 10)
			Spend time with Maria (Talk to Fabienne)
			[Choice] ① ~ ④ Any (MAG+1000>
			Supporter Maria: Rank 3→4
		Night	Talk to Fabienne in the capital and help with cooking (select "I'll help") (Tolerance +8>
			[Choice] Make it spicy? or Use only the top part or First, remove the fish skin
07/13 Green		Day:	Move to the armored tank's operations room
			Set out for the abandoned grave
			Make "Healing Bread" at the cooking station
			Spend time with Strohl
			[Choice] ① So we can live a carefree life②~④ Optional<MAG+1100>
			Supporter "Strohl: Rank 3 → 4
			Battle: Goddard the Demolition Man
		Night	Read "The Art of Nodding" on the bookshelf <Persuasion +10> (Persuasion Rank 2 Articulate)
			[Choice] ① Intimidate
07/14 Iron			Sharpen weapons with Strohl <Courage +10>
			[Choice] ① The Sharpness of the Sword Tip <MAG+600>
			Begin exploring the Abandoned Graveyard (P.305)
			Obtain "Gold Bug" at the daytime gathering point
			Battle: Secret Treasure Imitekus (P.249)
			Obtain the "Marveno Ring" from the treasure chest
			Return to the city
		Night	—
07/15			Give the refined woman at the tavern in Martira a "Healing Bread"
			Quest: Deliver a dish that will impress the chef (Completed)
	Spend the daytime break with Kukulus at the roadside square		
			Quest Deliver the ring to Kukulus (Completed) <Courage +10> (Courage Rank 3 Fearless)
			Support |Alonzo: Rank 01 〈Faker Unlocked〉

CHECK 7 Shopping in Komero Village

In Komero Village, in addition to quest items, you should also buy "Orgo Sugar," which is needed for cooking, and "Seasonal Citrus Spring," which is used for the armored tank's barrel bath.

CHECK 8 Prioritize studying Gunner

To complete More's assignment, make sure to finish just the studies for Gunner first. Which character studies is up to the player, but if you will eventually make Hizame into a Ninja, having him study it will ensure that no MAG is wasted.

CHECK 19 Raising the Dealer rank

The Dealer skill "Gold Attack" is effective against enemies disguised as treasure chests in Criante Castle and the Abandoned Tomb, among other places. Raise your rank while exploring these dungeons.

CHECK 10 Procuring supplies in Martira

Ingredients for "Healing Bread" can be purchased in Mar tira, except for "Olgo Sugar." Since you'll be able to cook without spending time from the next time you board, take this opportunity to stock up on the other ingredients needed for cooking too (p.075).

■[Base] Castle Town Martira

Date	Day of week	Time	Action
07/15 Rest		Night	Spend time with Brigitta [Choice] ① That's smart evidence ② ③ Optional 4 Understood ⑤ Want to make the country better or stand out 〈MAG+750> Supporter Belgitta: Rank 2→3
07/16 Tue		Day	At the podium in Martira, have a debate with Loveless 〈Persuasion +10, Imagination +5 〉 [Choice] ① Alcohol cannot make us equal
		Night	Move to Akademeia and talk to More Quest Task from More, Chapter of Solitude (Ended) (Imagination +10> [Selection] ① Optional② Let me be revered <MAG+600> Supporter More: Rank 3→4 Quest Task from More, Chapter of Wandering (Start) Talk to Hyzame and choose "I want to know about my companions," then spend time together [Selection] ①~⑥ Optional <MAG+1300> Supporter Hyzame: Rank 1→2
07/17 Wed		昼	Depart for Brilehaven Plant seeds in the plant growth device
			Take a bath in the night barrel bath
07/18 Green		Day	Harvest the fruits grown in the plant growth device Read "Things as They Were" on the bookshelf 〈Tolerance+10> Event Spectacular View: A Town Reduced to Ruins <Insight+10>
		Night	Talk with Hizame 〈Imagination+10> [Choice] ① It's fine to stay quietMAG+600>
07/19 Iron		Daytime	Play a match with Hulkenberg 〈Insight+10〉 [Choice] ① Attack while defending〈MAG+600〉 Battle: Bounty Queen Cazerina [Choice] ① Optional ② Let's save those kinds of people too <MAG+600> Supporter Catherina: Rank 2→3〈Kung Fu Master unlocked>
			Read "Things as They Were" on the night bookshelf 〈Tolerance+10>

Dealer to Rank 15

Complete 15 Archetypes

EXTRA

Base Marine City Braihaven

Date	Day	Time	Action
07/20 Rest		昼	Event: Arrive in Brilehaven Obtain a total of 5 "Golden Crystals" at Seabreeze Street, the Trading Market, and the Wharf in front of the Arena (pp. 307, 308) Hand over the "Golden Insect" to the mysterious old man (the insect-loving old man) at the dock in front of the arena Obtain "Dragon Blood of the Magic Beast" and "Amulet for Ward ing Off Evil Venom" (P.308) Talk to Milo, Rina, and Loveless in the Fishermen's Inn Square Talk to the suspicious innkeeper and enter the inn "Spider's Hideaway Tavern"
		Night	Rest at the bed at night
07/21 Tue		Day	Event: Hero Appraisal Contest
		Night	
07/22 Wed		Day	During the day, head from the dock to "The Night of Beasts"
		Night	Head from the dock to the flying tank Caladrius Proceed through the flying tank Caladrius (P.309) Rest at the bed
07/23	緑	昼	Quest Operation to Infiltrate Caladrius (Start) Accept a request from the haggard woman in the Fishermen's Inn Square Quest Search for the ingredients for the secret medicine (Start) Talk to Julian at the Fisherman's Lodge Square and obtain "Magical Future" (P.308) Accept a request from the quiet boy on Seabreeze Street Quest Deliver the Flower That Doesn't Exist in the Port Town (Start) Purchase "Rainbow Flower" at the royal capital church Give the requested item to the quiet boy on Seabreeze Street Quest Deliver the Flower That Doesn't Exist in the Port Town (End) 〈Tolerance+10 Accept a request from the listless-looking man on Seabreeze Street Quest Deliver an Item Effective Against Tooth Decay (Start) Accept a request from the craftsman-like man at the Trading Market Quest: Defeat the thing dwelling in the Tower of Evil Eyes (Start) Receive a request from the familiar man in front of you in "Night of the Beasts" Quest Take Back the Deed (Start) Give the suffering man at the dock in front of the arena the "Herb" (P.308)

CHECK 11

[Base] Seaside City Brilehaven

Date	Day	Time	Action
07/23	緑	昼	Receive a request from the brewer at the dock in front of the arena
			Quest Find the Phantom Vessel (Start)
			Talk to the haughty noble at the Balmareno Arena Choose "Do I know this face?" and "The arena is just child's play."
			Receive a request at the recruiting barracks to defeat the bounty target "Fatoritch"
			Quest The Wailing Phantom Possessing the Goblet (Start)
			Purchase "The Monster of the Tower of Evil Sight" from the rumor broker in Brilehaven
			Obtain a total of 3 "Goldbugs" in front of the Regalith Cathedral in the Royal Capital, at the general store in Martira, and on Mooing Path (P.279,294,295)
			Spend time with Bardon at the Street Square in Martira
			Supporter | Bardon: Rank 0-1 Commander unlocked >
		Night	Talk to the gambling house man in the Trading Market (gambling is optional)
			Spend time with Brigitta
			[Choice] ① Optional ② That's not true ③ I'll come again < MAG+1050>
			Supporter Belgitta: Rank 3→4
07/24	Iron	Day	Spend time with Maria
			[Choice] ①~③ Optional ④ The whole family is here ⑤ Optional < MAG+2250>
			Supporter | Maria: Rank 4→5
		Night	Have a dialogue with Grodel at the lectern in Brilehaven (Persuasion +12, Imagination +5)
			[Choice] ① Everything is just something I heard from Louis
07/25	Rest	Day	Spend time with Bardon
			[Choice] ① You really have a lot of influence ② It's okay, or anything worth doing is worth challenging yourself with (MAG +1200)
			Supporter Bardon: Rank 1→2
		Night	Talk to Brigitta and choose "I'm prepared to date you," then spend time together
			[Choice] ① Why is there an order religion? ② ~ ⑥ Any <MAG+1550>
			Supporter Brigitta: Rank 4→5
07/26	Fire	昼	Spend time with Heisame
			[Choice] ① Looking for something else? ② Maybe not lonely ③ Got it ④ It's not unrelated
			⑤ Optional ⑥ That's rough... 7 8 Optional ⑨ Take me with you < MAG+2800>
			Supporter Haizame: Rank 2→3 〈Assassin unlocked >
		Night	Have a dialogue with Rudolf at the podium in Brilehaven <Persuasion +12, Imagination +5>
			[Choice] ① Let's help one another across all races
07/27	Water	Day	Spend time with Bardon
			[Choice] ① Cheer him on ② You were suited for it ③ I'll be able to protect you from now on<MAG+1500>
			Supporter Bardon: Rank 2→3 <General unlocked〉
		Night	Spend time with Brigitta (Talk to the watchman-like man)
			[Choice] ① That was a lie ② What are we going to do...? ③ ④ Optional <MAG+1100>
			Supporter | Brigitta: Rank 5→6
07/28	Green	Day	Spend time with Hulkenberg
			[Choice] ①② Optional ③ It's nothing unusual <MAG+450>
			Supporter | Hulkenberg: Rank 3→4
		Night	Spend time with Hyzame
			[Choice] ① No problem ②–⑤ Optional <MAG+1300>
			Supporter Hizare: Rank 3→4

Complete 15 Archetypes

Persuasion Rank 3
Charmer

CHECK 12

CHECK 11 Rescue the Man in Pain

Give the man in pain at the pier in front of the arena "herb" to receive "tail bait." It is needed to catch the "Legendary Boss," which is an ingredient for cooking, so be sure to obtain it.

The man in pain is at the pier
He is crouching at the top of the slope.

CHECK 12 Half Price with a Special Pass

07/27 becomes "Special Pass Day," and all shops will be 30% off. If you proceed according to this chart, the weapon shop, armor shop, and magic item shop will be 50% off, making it an even better deal. Equipment and consumables should be bought on this day as much as possible.

You may want to buy a few while you can.

Since there are many costly magic items, take advantage of the Special Pass discount and buy a few.
The discount benefit is significant.

■[Base] Seaside City Blyhaven

Date	Day	Time	Action
07/29	Iron	昼	Move to the armored tank's operations room
			Set out for the Grave of Woes (route via Inundo Village)
			Read "Magical Future" on the bookshelf <insight +10>
			[Choice] ① Someone would be troubled
			Stop by Inundo Village to buy a "superb toothbrush"
			Continue traveling in the armored tank
		Night	Keep watch with Hiasame <composure +8>
			[Choice] ① That must have been tough, or the past is the past ② I trust you too
			③ The goal is to become the leader ④ Optional<MAG+1950>
07/30	Rest	Day	Spend time with Hulkenberg
			[Selection] ①–⑤ Optional <MAG+1200>
			Supporter Hulkenberg: Rank 4→5
			Event Scenic View: Strange Statue Great Waterfall, Insight +10>
			Begin exploring the Tomb of Lamentation (P.314)
			Obtain "Cubic Plaster" from the treasure chest
			Obtain a total of 2 "Golden Goods" at the gathering point
			Battle Fatrich (P.250)
			Set up camp and head to another location the next day
		Night	Spend time with Nylas
			Quest Seek the Lost Relic Fate's Junk (Completed)
			[Choice] ①I want to be popular too ②The best lover ever MAG+1050>
			Supporter Nyrus: Rank 2→3〈Sniper unlocked〉
			Quest Seek the Lost Relic Youthful Impulse (Started)
08/01 Tue		Daytime	Depart for the camp in the Murky Forest (direct route)
			Spend time with Heisame
			[Choice] ① So that's why you left your hometown? ② Any ③ A fine leader ④-⑦ Any <MAG+1900>
			Supporter "Hyzame: Rank 4→5
			Battle Liberalist Roger, Roger supporters, Roger-supporting magic soldiers
		Night	Read "Things as They Were" on the bookshelf (completed) (Tolerance +20 〉
08/02 Wed		昼	Depart for the Gracia Jungle (direct route)
			Spend time with Hulkenberg
			[Choice] ①That was bold, or Are you willing to risk your life? ② We can definitely win
			③ Just show them, or you can definitely do it ④ If you're the witness for the winning side, <MAG+1550>
			Supporter Hulkenberg: Rank 5→6
			Battle 狂 Armored Tank Mechanic Rina
			Start exploring the Gracia Jungle (P.313)
			Obtain "Gold" at a gathering point
			Examine the dragon thorn grass and collect 7 "dragon thorn grass fruits"
			Battle Cocados (P.251)
			Return to the city
		Night	—
08/03	Green	昼	Give the requested item to the exhausted woman in the Fisherman's Inn Plaza
			Quest Search for the ingredients for the secret medicine (completed)
			Give the requested item to the gloomy-looking man on Seabreeze Street
			Quest: Deliver the tool that cures toothache (Completed)
			Report the defeat of the bounty target "Fatoritch" at the Recruitment Office
			The Lamenting Ghost That Haunts the Quest (Completed) <Courage +10>
			Deliver the requested item to the brewer at the pier in front of the Arena
			Quest Find the Phantom Vessel (Completed)
			Spend time with Bardon
			[Choice] ① Optional ② Reconsidered it or afraid of retaliation ③ That's a good idea ④ Reassuring <MAG+1300>
			Supporter Bardon: Rank 3→4
		Night	Talk to Alonzo, choose "Leave it to me," and spend time together
			[Choice] ① ② Optional ③ That's an interesting plan ④⑤ Optional <MAG+1550〉
			Supporter Alonzo: Rank 1→2
08/04	Iron	Day	Spend time with Maria
			[Choice] ①~③ Optional ④ Operation successful ⑤ Done splendidly<MAG+1800>
			Supporter Maria: Rank 5→6
			At night, listen to the masked woman in the Fishermen's Inn Square <Fortitude +10>

Archetype
Learn 15 types

Insight Rank 3
Knowledgeable

CHECK 13

Compassion Rank 3
Magnanimous

[Base] Maritime City Brilehaven

Date	[Day of Week	Time	Action
08/05 Holiday		Daytime	From the military port, in front of Caladrius, head to the flying tank Caladrius
			Proceed through the flying tank Caladrius (P.309)
			Quest: Obtain the key held by Sergeant Zans (Start)
			Battle | Sergeant Zans (P.222)
			Quest: Obtain the key held by Sergeant Zans (End)
			Quest: Obtain the key held by Chief Mechanic Shiba (Start)/Obtain the key held by Corporal Grecon (Start)
			Battle Chief Mechanic Shiba (P.223)/Corporal Grecon (P.223)
			Quest | Obtain the key held by Chief Mechanic Shiba (Completed) / Obtain the key held by Sergeant Grecon (Completed)
			Battle | Helmsman Capio, Security Chief Salva (P.223)
			Quest Caladrius infiltration operation (Completed)
		Night	Supporter | Gallica: Rank 3→4
08/06	Fire	Day	Spend time with Strohl
			【Choice】 ①Someday I'll be able to see it ②I don't mind ③ ④ Optional ⑤ Do you have any idea? or What about your father? <MAG+1550>
			Supporter Strohl: Rank 4→5
			Quest Help Strohl search for his inheritance (Start)
		Night	Spend time with Alonzo
			【Choice】 ①A kind person ②Let's save the village ③ Optional<MAG+900>
			Supporter Alonzo: Rank 2→3
08/07	Water	Day	Talk to Bardon, choose "Go your own way," and spend time together
			[Choice] ① Optional ② Maybe so ③ Let's think of another way<MAG+1100>
			Supporter Bardon: Rank 4 → 5
		Night	Talk and debate with Milo at the lectern in Brilehaven, gaining +12 Persuasion, +5 Imagination>
			[Choice] ① Beauty is not decided by appearances alone
08/08	緑	Day	Talk and debate with Jin at the lectern in Brilehaven, gaining +12 Persuasion, +5 Imagination>
			[Choice] ① Let's help without discrimination
		Night	Talk to Alonzo, choose "I can't do that," and spend time together
			[Choice] ①② Any ③ You should live to atone or Being blamed is painful <MAG+600>
			Supporter Alonzo: Rank 3 → 4
08/09	Iron	昼	Talk to the fishmonger in front of the Regalis Cathedral in the capital
			Talk to the merchant of the capital in front of the Regalis Cathedral in the capital, and choose "Was the fish smelly?"
			Spend time with Strohl
			[Selection] ①② Optional ③ A person of virtue <MAG+1050>
			Supporter Strohl: Rank 5 → 6
			Quest Help Strohl search for his inheritance (Completed) (Compassion +10>
			Talk to the arena receptionist and select "Join"
			Quest Defeat the Arena Monster (Started)
			At night, talk to the receptionist and challenge the certification match
			Battle | Rock Manjula (P.262)
			Quest Defeat the Arena Monster (Completed)
08/10	Rest	Daytime	Challenge the bronze 3rd-class ranking match at the arena <Courage +10>
			Battle King of Goborn, Goborn Est, Swordsman Goborn Est, Sorcery Goborn Est, Bowman Goborn Est (P.263)
		Night	Spend time with Alonzo
			[Choice] ① Any ② Of course ③ Any ④ Leave it to me <MAG+1050>
			Supporter Alonzo: Rank 4→5

CHECK 14

Archetype
Learn 15 types

Imagination Rank 3
Creative

CHECK 13 Choose your campsite selection carefully

When leaving a dungeon, choose “I want to camp” and then “I want to go to another place.” If you accidentally return to the town, the autosave will kick in and you’ll be

Since it cannot be corrected afterward, I want to choose carefully.

If you give it back, you can
start over. It starts here, but if you
quickly pull away, the next day too
this choose "I want to explore here,"
き
"and on the second selection, "Tomorrow too"

CHECK 14 How branching routes work

The quests that occur in the portside corridor and the starboard corridor, as well as the enemies you fight, differ, but even if you proceed down one route, you can return to the branching point and continue down the other route. The item at the gathering point is the same on both the left and right routes, but if you want to collect every item, it would be best to backtrack. Note that the condition for obtaining the trophy “Savior of the Kingdom” is to complete all quests, but the quests in this section are not included in that requirement, so it is fine to complete only one of the two routes.

■[Base] Seaside City Blyhaven

Date	Day	Time	Action
08/11 Tue		Daytime	Challenge the Bronze Rank 2 class match at the arena <Courage +10>
			Battle 1st battle: Gangafuro ×2 2nd battle: Serpetia ×3
			3rd battle: Gangafuro ×2, Serpetia ×3 (P.263)
		Night	Challenge the Bronze Rank 1 class match at the arena 〈Courage +10)
			Battle Vesp, Nokuros (P.263)
08/12	Water	Daytime	Spend time with Bardon
			[Choice] Any ② The child is scared ③ Any<MAG+1200>
			Supporter Bardon: Rank 5→6
			Quest Defeat the threat looming over Martira (Start)
		Night	Move to Akademeia and talk to More
			Quest Mo's task Wandering Chapter (End) (Imagination +10)
			[Choice] ① Any ② I'm sure I have a good eye ③ I won't betray you <MAG+850>
			Supporter Mo: Rank 4→5
			Quest Mo's task Chaos Chapter (Start)
			Talk to the hot-blooded young man in Martira's street plaza and test your courage <Bravery +10>
08/13	緑	Daytime	—
		Night	Event: Louis's soirée
			Advance through the outer armor while riding the sword
			Investigate Louis's private room
			Leave the room and head to the deck
			Battle Grudel, Hector (P.224)
			Join Junah
			Supporter Gallica: Rank 45
			Head to the church
			Rest in the armored tank's bed
08/14 Iron		昼	Talk to the cheerful tavern clerk at the tavern
			Head to the port on the north side of the trading market
			Talk to Neuras
			Depart for Virga Island
			Use the "Tail Bait" to go fishing
			[Choice] ① Let's try moving the bait in small motions or pinch my cheeks or take a break
		Night	Talk with Junah 〈Imagination+13〉
			[Choice] ① I'll do it <MAG+600>
08/15	Rest	Day	Read "A Journey to the New World" on the bookshelf (finished) <Imagination+20>
			[Choice] ① Beautiful
			Event Spectacular View: The Towering Sea Wall <Insight+10>
		Night	Go out to the deck
			Battle | Great Sea Beast Homo Sabara (P.226)
08/16	Fire	Day:	Talk to any companion (P.064)
		Night	Read "The Technique of Getting People to Nod" on the bookshelf (completed) (Persuasion +20>
			[Choice] ① Anyway, beg earnestly

Archetype
Learn 15 types

Make
General rank 15

CHECK 15

CHECK 16

Challenge Point

Birga Island

Date	Day	Time	Action
08/17 Wed		Daytime	Event: Arrive at Bilga Island
		Night	—
08/18	緑	Daytime	Obtain a total of 5 "Golden Bugs" on Bilga Island (P.319)
			Move to the armored tank's operations room
			Depart for Dragon Palace Temple
			Read "Invisible Secret Poems" on the bookshelf (Courage +11)
			Head toward the entrance of the Dragon Palace Temple
			Quest Find the ingredients for the withering medicine (Start)
		Night	—
08/19	Iron	Daytime	Quest: Operation to Obtain the Dragon God's Spear (Start)
			Receive a request from the slumped man on Bilga Island
			Quest: Avenge the Reckless Researcher (Start)
			Receive a request from the high-spirited woman on Bilga Island
			Quest Have the mysterious magic device appraised on your behalf (Start)

CHECK 17

■ [Base] Bilga Island

Date	Day of the week	Time	Action
08/19	Iron	Daytime	At the magic device shop in the capital, select "Hear the story"
			At the general store in the capital, obtain "Gold Bug" (P.279)
			At the general store in the capital, purchase "Water of Thirst"
			Report to the eager woman on Bilga Island
			Quest Act as proxy to appraise the mysterious magical device (Completed) <Insight+10 >
			Talk to Edin on Virga Island
			Quest: Find the ingredients for the withering medicine (Completed)
			Talk to Juna on Virga Island
			Quest Defeat the snake-eating monster that obstructs the funeral rites (Started)
			Accept the request from the hoarse-voiced old man on Virga Island
			Quest Find the materials for the guiding doll (Started)
			Purchase the "Phantom Bird of the Tower of Blind Faith" from the wind-spirit shop on Virga Island
			Accept the bounty hunt request for the wanted criminal "Psyoclopos" at a recruitment office in any town
			Quest: The one-eyed monster more dangerous than a ruffian (Started)
			Give the insect-loving old man in Brihaven the "Golden Beetle" and obtain the "Dragon-Claw-Blocking Gauntlets"
			Move to the armored tank's operations room
			Set out toward the Sign of the Circle
			Read the "Secret Poetry Collection: Do Not Look" on the bookshelf Courage +11>
			Begin exploring the Sign of the Circle (P.330)
			Obtain a total of 2 "Golden Beetles" at gathering points
			Battle | Kokasadorus (P.252)
			Quest: Defeat the serpent-eating monster that blocks the mourning ritual (completed) 〈Imagination +10>
			Supporter Juna: Rank 01 (Masked Dancer unlocked)
			Return to the city
		Night	—

General
Rank 15

CHECK 15 Catch the "Legendary Boss Fish"

There are three patterns of dialogue exchanged while fishing. Choose one of the listed options and obtain 2 of the rare material, the "Legendary Boss Fish." Note that to make all the dishes, you will need at least 3.

⬆ To catch the "Legendary Master Fish," use "Tail Bait" here. Save the other bait for another time.

CHECK 16 A Special Day on Board

08/16, the day after the battle on the ship, you can have special conversations with your companions, and receive a valuable accessory from the person you speak with. The items differ, but the equipment effect is the same for all of them: All Attributes +5, so choose whom you want to talk to.

⬆ By pressing the △ button, you can choose Gallica as the conversation partner. The amount of MAG you gain varies depending on the person, and depending on your choices, Gallica can give you the most.

CHECK 17 Gather cooking ingredients before you forget

While collecting the "Golden Bugs," I also want to gather cooking ingredients. There are many ingredients for sale on Virga Island, so if you're short on funds, buy more when you have some extra money. Also, since going to the Dragon Palace Temple on this day will only have you return immediately, there's no need to force yourself to prepare equipment.

⬅ Ingredients are sold there. In addition to the shops where you can buy them, there are also butchers and grocers on the Drag
Be sure to restock when you have the chance.

■ [Base] Virga Island

Date	Day	Time	Action
08/20	Rest	Day	Move to the armored tank's operations room
			Set out for the bandits' hideout
			Take care of weapons with Strohl <Courage +10> (Courage Rank 4 Bold and Fearless) (General Rank 15)
			[Choice] ① The intuition when you hold it <MAG+600>
			Stop by Regno Village (shopping optional)
			Continue the journey aboard the armored tank
			Battle | Bounty Queen Cazerina
			[Choice] ① I don't think so ② Let's think of another way ③ I'm happy, or I'll do my best for Cazerina too <MAG+1650>
			Supporter Cazerina: Rank 3→4
		Night	Train weapon maintenance with Strohl <Courage+10>
			[Choice] ① Any weapon can be dangerous〈 MAG+600>
08/21	Fire	Daytime	Read the book "Secret Poetry Collection: Do Not Look" on the bookshelf (read) (Courage+22〉
			Begin exploring the outlaw stronghold (P.328)
			Obtain the "wooden inlay box" from the treasure chest
			Obtain "Gold Crystal" at gathering points
			Battle Saiochropos, Sorcery Goborluneego ×2 (P.253)
			Return to the city
		Night	—
08/22 Wed		Day	Report defeating the bounty target "Saiocropos" at the recruiting office
			Quest A one-eyed monster more dangerous than a thug (Complete) <Courage +10 >
			Day: Spend time with Strohl
			[Choice] ① It's bothering me... ② Stick to your ideals ③ ④ Any (MAG+1450〉
			Supporter Strol: Rank 6→7 〈Samurai unlocked〉
		Night	Give 250 Reeve to the energetic shopkeeper on Virga Island and try the live-eating challenge (P.319)
			Talk to Vergitta, choose "I'll take it no matter what happens," and spend time together
			[Choice] ① Any ② I'm glad we took it ③ I won't let them die<MAG+1300>
			Supporter Vergitta: Rank 6→7
08/23	緑	Day	Spending time with Alonzo
			[Choice] ① If I remember correctly, Alonzo... ② Isn't it "us"? <MAG+1050>
			Supporter Alonzo: Rank 5→6
		Night	Spend time with Nylas
			Quest Search for the Lost Relic Youthful Impulse (End)
			[Choice] ① Something useful? ② Optional ③ Rather, it's a great promotion <MAG+850>
			Supporter Neuras: Rank 3→4
			Quest Search for the Lost Relic Fate of a Craftsman (Start)
08/24	Iron	昼	Spend time with Strohl
			[Choice] ① Yes ② That's talent too ③ ④ Optional
			⑤ I surely believed ⑥ Optional <MAG+2950>
			Supporter Strohl: Rank 7→8 (MAX)
			At night, hear the village priest's story on Virga Island 〈Compassion +11〉
08/25	Rest	昼	Move to the armored tank's operations room
			Depart for Dragon Palace Temple
			Read "Magical Future" on the bookshelf <insight +10>
			[Choice] ① It seems difficult to do right away
			Use the withered medicine at the temple entrance
			Battle: Great Tree Arent (P.226)
			Proceed through the Dragon Palace Temple (P.320) (CHECK 18)
			Obtain 3 "Ame-tsuchi Stones" from the gathering points in the corridor and the path of confusion
			Proceed through the Capital of the Dragon Celebration (P.322)
			Return to the city through the Magra hole in the once-sprawling ruins
		Night	—
08/26 Tue		Day	Deliver the requested item to the rasp-voiced old man on Virga Island
			Quest Find the materials for the Guiding Doll (Completed)
			Move to the armored tank's operations room
			Depart for Dragon Palace Temple
			Read "Magical Future" on the bookshelf (Finished) <Insight +20〉
			[Choice] ① We should keep living and keep thinking
			Proceed through the Capital of the Dragon Celebration (P.322)
			Battle Homo Freimo (P.227)
			Return to the city through the Magra hole along the approach to the altar
		Night	—

[Base] Bilga Island

Date	Day of the week	Time	Action
08/27	Water	Day	Move to the armored tank's operations room
			Depart for Dragon Palace Temple
			Go fishing using "tail bait"
			[Choice] ① Let's try moving the bait boldly, or deliberately give in to sleepiness, or empathize with the fish's feelings
			Proceed through the Capital of the Dragon Celebration (P.322)
			Battle | Evil Dragon Eto, Homo Margo (P.228) — General Rank 15
			Quest Operation to Obtain the Dragon God's Spear (End)
			Quest Repel the Threat to Virga Island (Start)
			Battle | Homo Margo (P.228)
		Night	Quest Repel the Threat to Virga Island (End)
			Join Eupha
			Supporter | Gallica: Rank 5→6
08/28	Green	Daytime	Talk to Eupha on Virga Island
			Quest Help Eupha as she takes on the trial (Start)
			Talk to the clumsy boy on Virga Island and obtain the "Gold Bug" (P.319) — CHECK 19
			Take in the scenery at the sandy shore on Virga Island <Insight +13>
		Night	Challenge the Silver Tier 3 rank match at the Arena <Courage +10>
			Battle Homo Tenta, Indigo Homo Tenta, Crimson Homo Tenta, Golden Homo Denta, Silver Homo Tenta (P.263) — CHECK 20
08/29	Iron	Day	Talk to the hot-blooded young man at the street square in Martira
			Take a bravery test Courage +10> — Courage Rank 5 Legendary Hero MAX
		Night	Talk to Alonzo and choose "Of course," then spend time together
			[Choice] ①② Any <MAG+600>
			Supporter Alonzo: Rank 6→7
08/30	Rest	昼	Talk to Edin
			Have Edin manipulate the weather at the Ritual Grounds (optional)
			Move to the armored tank's operations room
			Depart for the Ritual Grounds
			Meditate with Yufa Courage +13>
			[Choice] ① It looks like another world ② Any ③ I'm sure I can do it or I'll support you
			④ Everyone is cheerful to begin with <MAG+2050>
			Event Spectacular view, sea of vivid colors <Insight +10)
		Night	Listening to Junah's song 〈Persuasion +13>
			[Choice] ① I kind of get it ② Optional ③ Let's work hard together — Persuasion Rank 4 Humanity at Your Command
			④ What a strange fate or That was impossible after all< MAG+2050 >

CHECK 18 Explore as much as possible on the first day

The Dragon Palace Temple and the Capital of the Dragon Festival beyond it have large dungeon areas and many troublesome gimmicks, so exploration is inevitably time-consuming. The chart sets the exploration period at three days, but to avoid having trouble on the second and third days, you should push exploration as far as possible on the first day. If you still have room to explore when you reach the first Magla Hole, it would be a good idea to collect items from the treasure chests in the Capital of the Dragon Festival and activate the mechanisms to operate the elevators.

Let's explore while checking things out. It's dangerous. Frequently check the map and avoid wandering around aimlessly. There are many Ningen in the Capital of

CHECK 19 Conditions for adding entries to the record

The event where you discover Gallica and the dragon crystal has 3 patterns of dialogue prepared, and one of them is played at random. The Chronicle is registered only for the conversation that begins with Gallica's line, "Huh? Something in the sky...," so save right before it and keep trying until it gets registered.

CHECK 20 Toward the Silver Rank Class Battle

The Silver Rank class battles are troublesome because of the enemy combinations and victory conditions, so think of countermeasures before attempting them (P.263). Also, for Silver Rank 3, the Universal attribute is effective, so it is recommended to create "Vessel" and "Red Mane" in the summoner's special experiment and take on the challenge with Eupha (Summoner). To prepare for Silver Rank 1, you should also train the Martial Artist line of Archetypes.

■ [Base] Virga Island

Date D	the Week Tir	Time	Action	Notes
09/01 Tue		Day	Meditate with Eupha <Imagination +13>	Imagination Rank 4 / Spring of C
			[Choice] ① Take a deep breath <MAG +600>	
			Begin exploring the Ritual Grounds (P.326)	Make General rank 15
			Obtain the "Moss-Covered Pillar" from the treasure chest	
			Obtain the "Golden Beetle" at a gathering point	
			Battle Homo Pente (P.253)	
			Supporter Eupha: Rank 0 → 1 <Summoner Unlocked>	
			Quest: Help Eupha, who is taking on the Trial (Completed) <Insight +10>	Insight Rank 4 / Walking Encyclopedia
			Return to the town	
		Night	—	
09/02 Wed			Move to the armored tank's operations room	CHECK 21
			Depart for Inundo Village	
		Daytime Free Activity		
			Battle | Mountain swindle	
			Return to the city from Inundo Village	
		Night	Spend time with Nylas	
			Quest Fi[…] the Lost Relic The Fate of a Craftsman (Ended)	
		Night	[Choice] ① Any ② That is growth (MAG+600>	
			Supporter Newras: Rank 4→5	
			Quest Fi[…]d the Lost Relic Bitter Memories (Started)	
09/03 Green		Day	Purchase any bait from the bug-selling boy on Cowbell Path in Martira (1) ※	
			Move to the armored tank's operations room	CHECK 22
			Depart for the Tower of Blind Faith	
			Go fishing using one of the baits	
			[Choice] ① Let's try moving the bait boldly, or deliberately give in to sleepiness, or empathize with the fish's feelings	
			Proceed without stopping at the Ring Sign	
			Stop by Silento Village (shopping optional)	
			Continue the journey aboard the armored tank	
		Night	Keep watch with Hiasame 〈Charisma +8>	
			[Choice] ① Can't let my guard down (MAG +600>	
09/04	Iron		Meditate with Eupha <Imagination +13)	
		Day	[Choice] ① Be aware of the numbness 〈MAG +600>	
			Event Spectacular view: Cave of the Plant Circuit 〈Knowledge +10>	
		Night	Help with Newras's inspection 〈Knowledge +10>	
			[Choice] ① Isn't it a hassle? ② That's a wonderful idea ③ Do you want to use Neuras too? 〈MAG+1650〉	
09/05 Rest		Day	Free time	
			Return to the city	
		Night	—	
09/06 Tue		Day	Event: Festival on Virga Island	
			Choose a companion to make a wish with (P.064)	
		Night	Rest at your bed at night	
09/07 Wed			Head to the armored tank on the sandy beach	
		Day	Depart for Altaberry	
			Read "How to Get Around Outside the Island" on the bookshelf 〈Toughness+13〉	Tolerance Rank 4 / A Person of Compassion
		Night	Talk with Eufa (Imagination +15〉	
			[Choice] ① Right back at you <MAG+600>	
09/08 Green		Daytime	Read "How to Walk Outside the Island" on the bookshelf <Tolerance +13>	
			Event Scenic View: Colerodio Cliff <Insight +10>	
		Night	Read "How to Walk Outside the Island" on the bookshelf (finished) <Tolerance +26>	
09/09 Iron Afternoon			Play a match with Hulkenberg <Insight +10>	
			[Choice] ① Break through with one strike <MAG+600>	
			Event Scenic View: The Vast Graveyard <Insight +10>	

Base Mountain City Altaberry

Date	Day Time	Action
09/09, Iron Night		Event Arrive in Altaberry
		Obtain a total of 5 "Golden Bugs" at Lunlumo Approach, Azure Sky Bridge, Magic Shop, and the square in front of the Opera House (P.335~337)
		Move to the tavern
		Rest at the bed

*1: Only if you do not have any fishing bait

[Base] Mountain City Altaberry

Date	Day Time	Action
09/10, Rest	Daytime	"Obtain a "Golden Bug" at the tavern (P.337)
		Move to the service entrance of the Opera House and wait — CHECK 23
	Night	Head toward the door leading to the backstage area
		Pick up the "gold denture" and give it to the middle-aged nobleman
		Open the door at the backstage entrance
		Proceed through the Montario Festival Opera House (P.338)
		Battle | Monk Corps Spearmen ×2
		Battle | Monk Corps Spearmen ×2, Monk Corps Mage Soldier
		Battle Louis Guyibern (P.230)
		Rest at the bed
09/11 Tue	Daytime	—
		Joined | Basilio
		Go into town and make preparations
	Night	Move to Akademeia and talk to More
		Quest | Moa's Task Chapter of Confusion (End) (Imagination +10>
		【Choice】 ① Still worried? ② Any ③ But isn't that fine? 〈MAG+850)
		Supporter | Moa: Rank 5→6
		Quest Moa's Task Chapter of Resolve (Start)
		Rest in the armored tank's bed
09/12	Day Water	Depart for the ruins of the Royal Magic Academy
		Battle | Sogne of Ice (P.230)
		Quest | Save the prince from the death curse (End)
		Rest at your bed at night

General
Rank 15

Archetype
Complete 25 types

CHECK 21 Encounter the newly appeared Jin Armored Tank

To encounter the Jin Armored Tank that appeared near Brierhaven, head to Inund Village. Also, while traveling, you can read books you have already finished, but since there will be another opportunity to raise your kingly virtues later, it would be good to spend your time doing things other than reading, such as cleaning, laundry, or prayer.

"Yabō no Makura" is Jin's do
This accessory can only be obtained
by Rope with striking damage.
It has the effect of granting "resistance."

CHECK 22 The Tower of Blind Faith is only for travel

The Tower of Blind Faith, set as your destination, will be visited again near the end of the story for the dragon-subjugation quest. Considering the trouble of exploring the same area again and the need to conserve items required for weather manipulation, the chart follows a progression where the objectives are completed all at once later, so after arriving, turn back immediately and return to town. Of course, exploring is not a problem.

This movement is intended to visit the villages and scenic spots along the route. Since the Circle Sign has already been explored, let's proceed without stopping by.

CHECK 23 Let's make buns

Before heading to the back entrance, make sure to prepare for battle. Also, starting from this day, you can make mountain vegetable buns at the street stall on the upper level of Dia Franco Street (P.057). MP recovery items often have limited stock, but although this shop is limited to once per day at noon, you can purchase them repeatedly.

In making Sansai Manjū, choose the wild vegetables to put inside, not the item itself. Mountain mushrooms or refreshing bracken are recommended.

■[Base] Mountain City Altaberry

Date	Day	Time	Action
09/13	緑	Daytime	Quest Prepare for the decisive battle with Louis (Start)
			Talk to Loveless and Rudolf on Dia Franco Street
			Accept a request from the well-built man on Dia Franco Street
			Quest Deliver the materials for cold-weather clothing (Start)
			Receive a request from the troubled Sanctist soldier in the plaza in front of the opera house
			Quest: Defeat the creature that dwells in the Tower of Insolence (Start)
			Receive the bounty hunt request for the target "Ice Beast Kimenzan" at the Recruiting Office
			Quest The White Beast in the Frozen Forest (Start)
			Give "Herb" to the suffering man in the lower level of Azure Bridge (Optional) (P.336)
			Buy "The Monster of the Tower of Insolence" from the wind shop in Altaberry
			Give "Golden Roar" to the insect-loving old man in Braihaven to obtain the "Flame-Sealing Breastplate"
			Talk to Maria, choose "I'm with you," and spend time together
			【Choice】 ① Optional ② I did my best ③ What do you want to do? or make that kid "Okay" too〈MAG+1050〉
			Supporter Maria: Rank 6→7
		Night	Spending time with Catherina
			[Choice] ① ② Optional ③ There is something I can do ④ I understand without you having to say it 〈MAG+850〉
			Supporte Catherina: Rank 4→5
09/14 Iron		Day	Talk to Hulkenberg, choose "That man is hiding something," and spend time together
			[Choice] ①~⑤ Optional ⑥ He is a splendid knight〈MAG+1050〉
			Supporter | Hulkenberg: Rank 6→7〈Paladin, Dark Knight unlocked〉
		Night	Spending time with Junah
			[Choice] ① Optional ② Is there some connection? ③ Optional (MAG+950)
			Supporter Junah: Rank 1→2
09/15 Off		Day	Spending time with Eupha
			[Choice] ① Optional ② Can't leave her alone ③ ④ Optional <MAG+1300>
			Supporter Yufa: Rank 1→2
		Night	Spend time with Heisame
			[Choice] ① Took it outside the village ② Just as expected ③ Optional ④ Let's talk <MAG+1500>
			Follower Heisame: Rank 5→6
09/16	Fire	昼	Move to the armored tank's operations room
			Set out for Marva Village
			Spend time with Basilio inside the Armored Tank
			Supporter Basilio: Rank 0→1〈Berserker unlocked>
			Battle: Pleasure King Loveless
			Buy "Durable Spider Silk" in Marva Village
			Return to the city
		Night	Deliver the requested item to the well-built man on Dia Franco Street
			Quest Deliver the materials for warm clothing (Complete) (Compassion +10>
			Accept a request from former candidate Loveless on Dia Franco Street
			Quest Defeat the candidate Miro (Start)
			Talk to Miro in front of the recruitment barracks
			Spend time with Juna
			[Choice] ① Any ② Don't worry about it 3 As expected of the Songstress <MAG+850>
			Supporter Juna: Rank 2→3
09/17	Water	Daytime	Spending time with Eupha
			[Choice] ① Tell me too ② ③ Any ④ It's fine to be free <MAG+1050>
			Supporter Eupha Rank 2→3
		Night	Talk to Heismay and select "A new era is coming," then spend time together
			[Choice] ① ② Any <MAG+1050)
			Supporte Heismay: Rank 6→7 <Ninja unlocked>
09/18	緑	昼	Move to the armored tank's operations room
			Set out for the Everfrost Forest.
			Spend time with Hulkenberg
			[Selection] ① Cannot be reassured ② Let's guide His Highness ③ Optional <MAG+2450〉
			Supporter Hulkenberg: Rank 7→8
			Event Scenic View: The Intersection of Autumn and Winter (Insight +10>
			Begin exploring the Evergreen Forest (P.340)
			Obtain "Gold Insect" at the gathering point
			Obtain "Rock with a Handle" from the treasure chest
			Battle Ice Beast Kimenzaan, Montario Army Spearman (P.254)
			Return to the city
		Night	—

Learn
25 types of Archetypes

CHECK 24

CHECK 25

Compassion Rank 5
Savior
MAX

EXTRA
〈Complete Strategy Chart〉
[Base] Mountain City Altaberry

[Base] Mountain City Altaberry

Date	Day	Time	Action
09/19	Iron	Day	Report the subjugation of the bounty target "Ice Beast Kimenzaan" at the
			Quest The White Beast of the Frozen Forest (Completed) <Courage
			Spend time with Basilio
			[Selection] ①② Optional ③Looking forward to it or please include something sweet too<MAG+600>
			Supporter Basilio: Rank 1 → 2
		Night	Spend time with Nylas
			Quest Find the Lost Relic Bitter Memories (Completed)
			[Choice] ① Good at keeping things or master detective ② Please count on me after the journey too<MAG+850>
			Supporter Neuras: Rank 5 → 6
			Quest Find the Lost Relic Starting Point of a Dream (Started)
09/20	Rest	昼	Move to the armored tank's operations room
			Set out toward Miro's armored tank
			Spend time with Heisame
			[Choice] ① Any ② Glad to hear it or it's not far in the past ③ It's an honor ④ I won't let anyone die<MAG+2900>
			Supporter Heismay: Rank 7 → 8
			Battle Miro, the Incarnation of Beauty (P.255)
		Night	Report to Loveless, the former candidate on Diar Franco Street
			Quest Defeat Candidate Miro (Completed)
			Spending the night with Junah
			[Selection] ①② Optional ③ I've got your back <MAG+600>
			Supporter Junah: Rank 3→4
09/21	Fire	昼	Move to the armored tank's operations room
			Set out toward Rudolph's Armored Tank
			Spending time with Basilio
			[Choice] ① Another helping! ② You've had it rough, huh 3 Any ④ Let's go see each other again <MAG+1100>
			Supporter | Basilio: Rank 2→3
			Battle | Rudolf, the Lion of Lucent, Rudolf-aligned Swordsman, Rudolf-aligned Spearman
		Night	Argue with Julian at the podium in Altaberry <Persuasiveness +15, Imagination +6>
			[Choice] ① The things right in front of us matter too
09/22 Wednesday		Day	Spend time with Maria
			[Choice] ① I'll help ② That's good ③ More friends keep joining us ④⑤ Any <MAG+2900>
			Supporter | Maria: Rank 78 〈Messiah Unlocked〉
		Night	Talk to Junah, choose "Envision the future," and spend time together
			【Choice】 ① Everyone's looking forward to it ② ③ Optional ④ Are you okay? ⑤ Optional <MAG+700>
			Supporter Junah: Rank 4→5
			Quest Prepare for the decisive battle against Louis (Ended)
09/23	緑	Day and night	Day: Depart for the Royal Capital
			Supporter Gallica: Rank 6-7
			Rest at the bed
09/24	鉄	昼	Head to the plaza in front of Regalis Cathedral
			Battle Louis Guiabern (P.232)
			Proceed through the Eldan ancient settlement (P.347)
			Obtain the "Golden Beetle" at the Plaza of Light (P.347)
			The mysterious voice's question
			[Selection] ① Optional ② To save the prince ③ For victory... ④ Optional ⑤That's not true ⑥ Not dead, or his will is still alive ⑦~⑨ Optional ⑩ I am... the prince
			Talk to the ancient fairy Gurdea at the Altar of Secret History to unlock Prince >

Archetype
Complete 25 types

CHECK 24 Let's save the man here too

Like the other towns, Altaberry also has a man who seems to be suffering, and if you give him "Herb," you can receive "Tail Bait." We already have the amount we need, but since it's a rare item, be sure to get it. Also, the "Legendary Master" that can be caught with this bait is also an ingredient for "A Supreme Spoonful," which increases Press Icons by 4, and this dish is extremely useful in late-game boss battles.

CHECK 25 Shopping in Marva Village

In Marva Village, in addition to the requested "Sturdy Spider Silk," "Altaberry flour," which is used as a cooking ingredient, is also sold. To make every dish, be sure to buy at least 4. They also stock plenty of purification materials, so you'd better buy more so you don't run short when it matters. Also, according to the chart, you can stop by Marva Village again on 09/29.

■ [Base] Mountain City Altaberry

Date	of week	Time	Action
09/24 Iron		Noon	Leave the Prayer Room
			Battle Homo・Gorleo (P.233)
		Night	☐ Follower Gallica: Rank 7→8 (Elemental Master, Warlock unlocked)
09/25	Rest	Day	Depart for the Royal Capital
			Move to Akademeia and talk to More
			Quest: Task from More, Chapter of Resolve (Completed) (Imagination +10>
			[Choice] ① ② Optional <MAG+850>
			Supporter More: Rank 6 → 7 <Soul Hacker unlocked>
			Quest More's Task, Final Chapter (Start)
			Head to the Whispering Bees Tavern
			Rest at your bed at night

Touch point

Royal Capital Gran-Trad

Date	Sunday	Time	Action
09/26 Tue		昼	Quest: Operation to Conquer the Giant Face in the Sky (Start)
			Accept the request from the heavily armed man on Sunlumeo Backstreet
			Quest Find the Legendary Weapon (Start)
			Talk to the imposing soldier on Sunlumeo Central Street (P.278)
			Accept the request from the elegant woman on Sunlumeo Central Street
			Quest: Deliver a Dish That Will Make Even the Chef Marvel Again (Start)
			Accept the bounty request to subjugate the target “Oldemos” at the Recruitment Office
			Quest The Manifestation of the Forest Seething with Grudges (Start)
			Accept the bounty request to subjugate the target “Bandit Chief Sistas” at the Recruitment Office
			Quest Fanatics Praying for the End Times (Start)
			Accept the bounty request to subjugate the target “Cocamoldos” at the Recruitment Office
			Quest: The Phantom Bird that Lives in the Heavens (Start)
			Receive a request from the talkative Mutsutari in the Fishermen's Inn Plaza of Bleyhaven
			Quest: The Cruel Play of the Mad Dragon
			Receive a request from Edin on Billga Island
			Quest: The Graves of Heroes (Start)
			Receive a request from the angry Mutsutari on the Upper Level of Skybridge in Altaberry
			Quest: The Legacy of the Previous World (Start)
			Receive a request from the gentle-spoken merchant on the Upper Level of Skybridge in Altaberry
			Quest Deliver the hot spring water (Start)
			Spending time with Eupha
			[Choice] ① Let's go take a look ②~④ Optional ⑤ Is there anything I can do? or Let's make use of my experience <MAG+850>
			Supporter Eupha: Rank 3→4
		Night	Talk to Catherina, choose “That's true for everyone,” and spend time together
			[Choice] ① Any ② I wondered what would happen / Well, that worked out 3 Let's think it through together 〈MAG+1450)
			Supporter Cazelina: Rank 5→6
09/27	Water	Day	Spending time with Basilio
			[Choice] ① ② Any ③ So like Bazilio / I won't scold you <MAG+600>
			Supporter Bazilio: Rank 3→4
		Night	Spending time with Alonzo (Talk to Dachuram)
			Supporter Alonzo: Rank 7→8〈Trickster unlocked〉
			Quest Fulfill Alonzo's will (Start)
09/28	緑	Day	Talk to Bardon in the Martira street plaza and head out to exterminate the Ningen
			Battle Giant Sand Worm Homo Butera (P.255)
			[Choice] ① Not a bother ② Let's go tell them ③ ④ Any <MAG+1900>
			Quest Defeat the threat closing in on Martira (End) (Courage +10>
			Supporter Bardon: Rank 6→7
		Night	Talk to Datsuram in the Fishermen's Inn Square in Brihaven
			Quest: Fulfill Alonzo's Dying Wish (Completed)
			[Choice] ① ② Any ③ It was written with sincerity ④ Any <MAG+1700>
			Enter the hot spring in the lower level of the Skybridge in Altaberry

Highest-tier Archetype
Reach Rank 20

CHECK 26

CHECK 27

[Base] Capital Gran-Trad

Date	Day	Time	Action
09/29	Iron	Daytime	Deliver the requested item to the soft-spoken merchant on the upper level of the Skybridge in Altaberry
			Quest: Deliver the Hot Spring Water (Completed)
			Gather the ingredients for "Fluffy Honey Sweets" (*1)
			Move to the armored tank's operations room
			Set out for the Abandoned Road
			Make "Fluffy Honey Sweets" at the cooking station (*1)
			Spend time with Juna
			【Choice】 ① Is that Juna? or something I've seen before... ② It was cute <MAG+850>
			Supporter Juna: Rank 5→6〈Persona Master unlocked >
			Stop by Marva Village or pass through without stopping
		Night	Help with Newras's inspection〈Knowledge +10>
			【Choice】 ① Until the grooves in the parts are submerged〈MAG+600>
09/30	Rest	Daytime	Read the 「Reading/Writing Sample Book」 on the bookshelf <Imagination+13>
			Begin exploring the Abandoned Road (P.349)
			Obtain the 「Golden Bug」 at the daytime gathering point
			Battle Oldemos (P.256)
			Return to the city
		Night	—
10/01	Fire	Daytime	Talk to the refined woman on Sunrumeo Central Street and give her the 「Fluffy Honey Sweets」 (※1)
			Quest Deliver a dish that will impress the chef even more (Complete) <Persuasion+10>(※1)
			Report the subjugation of the bounty target "Oldemos" at the enlistment office
			Quest Incarnation of the Forest Swirling with Grudges (Completed) <Courage+10>
			Spending time with Eupha
			【Choice】 ① ~ ④ Optional ⑤ It's also important to keep moving ⑥ Optional <MAG+2250)
			Supporter Yufa: Rank 4→5
		Night	Spend time with Juna
			【Choice】 ①Optional ② What do you mean? or Tell me more ③Optional ④ I want to hear a song <MAG+1500>
			Supporter | Juna: Rank 6→7
10/02	Wed	Daytime	Spend time with Bardon
			【Choice】 ① That's too bad ② Hold your head high 3 Optional
			④ Kind at heart ⑤ There's no one else more suitable <MAG+1700>
			Supporter Bardon: Rank 7→8〈War Lord unlocked)
		Night	Spend time with Catherina
			[Choice] ① Good catch ② I knew it or "Cool" < MAG+1200>
			Supporter | Cazelina: Rank 6→7

Raise the highest-tier Archetype to rank 20

※1: Only if the quest "Deliver a Dish That Will Make the Chef Groan Even More" has not been completed

CHECK 26 Get the ingredients for "Fluffy Honey Candy" ready

To complete the quest "Deliver a Dish That Will Make the Chef Groan Even More," you need to give the requester the "Fluffy Barbarian Sweet." If you already have it, hand it over at this point. In the chart, you will craft it during the move on 09/29, so if you do not have it, gather the ingredients in advance (P.075). Note that all required items can be purchased at shops in the capital.

CHECK 27 The correct choice at the hot springs changes

Entering the mine hot springs lets you obtain a "Hero's Fruit" and MAG. The amount of MAG gained differs depending on the choice made while bathing, but since the correct answer changes randomly for all options except "Give up," it is okay to choose without overthinking. Also, the partner who enters the hot springs and the available bathing choices differ depending on the day of the week; on green days, it is just the protagonist alone. In this chart, there is one week of free action days in October, so enjoy the other patterns then.

In the case of 11 people, if you choose "Endure it" or "Look for a lukewarm spot," you can obtain either 3000 MAG or 4000 MAG.

■【Base】Capital Gran-Trad

Date D	the week Tim		Action
10/03	Green	昼	After talking with Eupha, choose “Sneak In” and spend time together
			[Choice] ① Let’s go ② ③ Any ④ Hurry over there or First, let’s prepare < MAG+700>
			Follower Eupha: Rank 5→6 <Devil Summoner unlocked>
			Quest Stop Hyperic, who has gone berserk (Start)
		Night	Spend time with Juna
			[Choice] ① Looks like he’ll become a big shot ② I got it if you want it ③ Any <MAG+2250 >
			Follower Juna: Rank 78
10/04	鉄	Day	Move to the armored tank’s operations room
			Set out for Mount Urukano
			Read the “Reading and Writing Workbook” on the bookshelf <Imagination +13>
			Begin exploring Mount Urukano (P.344)
			Obtain “Gold” at the gathering point
			Obtain “Patchwork Sphere” from the treasure chest
			Obtain the "Rusty Greatsword" from the treasure chest
			Battle Mad Priest Hyperic (P.256)
			【Choice】 ① It couldn’t be helped 〈MAG+450〉
			Quest Stop the rampaging Hyperic (Completed) (Persuasion +10>
			Return to the city
		Night	—
10/05 Rest		Day	Give the requested item to the heavily armored man on Shade Street
			Quest Find the legendary weapon (Completed) <Insight +10>
			Spend time with Basilio
			【Choice】 ① ② Optional 3 Will you help kill him? (MAG+250)
			Supporter Basilio: Rank 4→5
		Night	Spend time with Nylas
			Quest Find the Lost Relic Dream’s Starting Point (Completed)
			【Choice】 ① ② Optional ③ If it’s for Neuras<MAG+600>
			Supporter Neuras: Rank 6→7
			Quest: Recover the Stolen Relic (Start)
10/06	Fire	昼	Move to the armored tank’s operations room
			Set out for the Heavenborn’s mansion
			Play a match with Hulkenberg <Insight +10>
			[Choice] ① Cavalry < MAG+600>
			Begin exploring the Heavenborn’s mansion (p. 350)
			Obtain “Gold” at the gathering point
			Battle Kokamoldos (p. 257)
			Return to the city
		Night	—
10/07	Water	昼	Report the bounty target “Kokamoldos” defeated at the Recruitment Hall
			Quest: The Phantom Bird Dwelling in the Sky (End) <Courage+10〉
			Give the “Golden Insect” to the old man who likes insects in Blei Haven
			Obtain the "Dragon-Slayer Sword"
			Talk to the cathedral guard in front of Regalis Cathedral
			Move to the armored tank’s operations room
			Set out toward Jin's armored tank
			Play a match with Hulkenberg <Insight +10>
			Battle Prospector Jin, hired spearman, hired mage soldier (P.258)
			Quest: Recover the Stolen Relic (Completed)
			【Choice】 ① Any ② Do you have some intention? ③ Let's destroy it ④ Any<MAG+2250>
			Supporter Neuras: Rank 7→8 〈Dragoon unlocked >
		Night	At the Altaberry opera house, watch "Courtship of the Eccentric Princess" (Insight +15)
10/08 Green		Day	Talk to Eupha, choose "Tell her about yourself," and spend time together
			【Choice】 ① It got through<MAG+600>
			Supporter Eupha: Rank 6→7
		Night	Spending time with Catherina
			[Choice] ① Any ② We have to live up to expectations ③ I guess that’s true too <MAG+2000>
			Supporter Cazelina: Rank 7→8 <Kensei unlocked>
10/09	Iron	昼	Talk to Basilio, choose "What will happen if we keep going like this?", and spend time together
			[Choice] ① Let's look for the person being targeted or lie in wait at the shop ② Any ③ Keep your head held high ④ Of course ⑤ Binka is the same too or Fidelio is the same too <MAG+1600>
			Supporter Basilio: Rank 5→6 <Destroyer unlocked >
		Night	Spend time with Brigitta
			[Choice] ①~③ Any ④ I want you to share the burden too <MAG+1250>
			Supporter Bergitta: Rank 7→8 <Tycoon unlocked>

Highest-tier Archetype
Reach Rank 20

Imagination Rank 5
Creator
MAX

Persuasion Rank 5
The Mage on the Podium
MAX

Insight Rank 5
Grand Sage
MAX

[Base] Capital Gran-Trad

Date	Day	Time	Action
10/10	Rest	Daytime	Move to the armored tank's operations room
			Set out for the Unidentified Ruins
			Spending time with Eupha
			[Choice] ① Optional ② Okay, but... 3 Got it ④ How did you know? ⑤ Optional <MAG+2200>
			Supporter Eupha: Rank 7→8
			Event Spectacular View: Maribero Quarry
			Begin exploring the Unidentified Ruins (P.352)
			Obtain the "Golden Beetle" at a gathering point
			Battle | Bandit Chief Sistas, Bandit, Bandit (P.257)
			Battle | Homo Sandro (P.257)
			Return to the city
		Night	—
10/11	Fire	昼	Report the subjugation of the bounty target "Bandit Chief Sistas" at the Recruitment Office
			Quest: Fanatics Praying for the End (Completed) <Courage+10>
			Spending time with Basilio
			[Choice] ① May I call you Master? ② What would killing them accomplish? or Will you kill your comrades?
			③ Let's stop it together <MAG+1300>
			Supporter Basilio: Rank 6→7
			Quest: Stop the Rampaging Binka (Start)
		Night	Challenge the Silver Rank 2 class match at the arena <Courage +10 >
			Battle 1st: Goboln ×5, Animated Gargots 2nd: Orgo 3rd: Animated Gargots, Orgo (P.263)
10/12 Wed		Daytime	Challenge the Silver Rank 1 class match at the arena <Courage +10>
			Battle Arena Warrior, Arena Mage Warrior (P.263)
		Night	Challenge the Gold Rank 3 class match at the arena (Courage +10>
			Battle Tank Mechanic Lina (P.264)
10/13	緑	Daytime	Challenge the Gold Rank 2 class match at the arena <Courage +10>
			Battle | 1st: Cocasados 2nd: Leo Gryph 3rd: Cocasados, Leo Gryph (P.264)
		Night	Challenge the Gold Rank 1 class match at the arena <Courage +10>
			Battle Homo Luano (P.264)
			Quest Become the "Champion" of the Arena (Start)
10/14	鉄	Day	Talk to Basilio in town and choose "You should know," then spend time together
			Battle | Serial Killer Binka (P.258)
			[Choice] ①② Optional ③ Let's make it happen no matter what or I'll swear it to my departed friend 〈MAG+2450>
			Quest Stop runaway Pinka (End) 〈Compassion +10〉
			Supporter Basilio: Rank 7→8
		Night	Move to Akademeia and talk to More
			Quest More's assignment Final Chapter (End) 〈Imagination +10〉
			[Choice] ①Of course ② Optional (MAG+1450>
			Supporter More: Rank 78
			Challenge the final match of the ranking battle at the arena
			Battle Guptauron (P.264)
			Quest Become the "champion" of the arena (End)

Highest-tier Archetype
Reach Rank 20

CHECK 29

CHECK 28 Exchange for the Final Item

If you have collected every last "Golden Beetle," you can receive the final exchange item, the "Dragon Slayer Sword," at this point. After that, each one can be exchanged for "Magic Dragon Blood," but you can also carry over any surplus to your second playthrough.

can do it. Hear stories about the secret of "gold" the identity of the old man you were not able to meet, and "yellow" after the exchange, this has so

CHECK 29 Aim to Conquer the Class Battles

Before challenging the remaining class battles and heading to the Great Face of the Sky, sharpen your battle skills. After battles such as the protagonist's solo challenge, where party members are restricted, prepare for the next battle

I want to make sure not to forget to review the party setup.

Prepare your skills and take it on. Skills effective against attributes and Ningen Defeating it is the victory condition. Weak point For the final battle, within 2 turns

■[Base] Capital Gran-Trad

Date	Day of Week	Time	Action
10/15 Off		Daytime	Move to the armored tank's operations room
			Set out toward the Giant Face of Heaven
			Advancing through the Giant Face of Heaven (P.355)
			Battle Homo-Fleimo
			Battle Shikkoku no Homo Oreron (P.235)
			Battle Shikkoku no Homo Oreron (P.235)
			Battle Ferocious Beast Kimenzaan (P.235)
			Battle Leogrophon (P.236)
			Battle Gupdetron (P.237)
			Return to the city through the Magla hole in the Royal Corridor (north side)
		Night	—
10/16	Fire	Day	Move to the armored tank's operations room
			Set out toward the Giant Face of Heaven
			Read "Yomi, Kaki, Otehon" on the bookshelf (finished) <Imagination +26>
			Proceed through the Heavenly Giant Face (P.355)
			Battle Zorba Fear Form (P.237)
			Quest Heavenly Giant Face Strategy Operation (Complete)
		Night	Quest Save the Future of This Country (Start)
10/17 Wed		昼	Move to the armored tank's operations room
			Depart for the Tower of Malevolence
			Free Action
			Begin exploring the Tower of Malevolence (P.316)
			Obtain "Golden Crystal" at the gathering point
			Battle Orgus (P.251)
			Battle One Who Devours Civilization (P.259)
			Quest Mad Dragon's Mischief (End)
			Return to the city
		Night	—
10/18	緑	昼	Deliver the requested item to the craftsman-like man at the trade market in Brilehaven
			Quest Defeat the one dwelling in the Tower of Malevolence (End) <Courage +10>
			Talk to the arrogant noble at the Balmareno Colosseum and choose "Do you know the Tower of Wickedness?"
			"Beasts' Night" Deliver the requested item to the familiar-looking man ahead
			Quest Get the deed back (Completed)
			Have Edin manipulate the weather at the Tower of Hubris (Optional)
			Move to the armored tank's operations room
			Set out for the Tower of Hubris
			Free Action
			Event Spectacular View: A Ruined Heritage
			Begin exploring the Tower of Hubris (P.341)
			Obtain the "Golden Beetle" at a gathering point
			Battle Geocyclops (P.255)
			Battle One Who Has Consumed the Poison of the Stars (P.260)
			Quest The Heritage of the Former World (
			Return to the city
		Night	—
10/19	鉄	Start	Hand the requested item to the troubled Seikyo soldier in front of the opera house plaza in Altabury
			Quest Defeat the thing dwelling in the Tower of Hubris (Completed) <勇気+10>
			Have Edin manipulate the weather in the Tower of Blind Faith (optional)
			Move to the armored tank's operations room
			Depart for the Tower of Blind Faith
			Free Action
			Start exploring the Tower of Blind Faith by day (p. 332)
			Obtain "Golden Insect" at a gathering point
			Battle L[illegible]ron (p. 254)
			Battle The One Who Consumed Scorching Heat(P.259)
			Quest Heroes' Graveyard (completed)
			Quest: Essence of Power (started)
			Return to the city
		Night	—
10/20 Rest Day			Report to the hunched man on Bilga Island
			Quest Avenge the reckless researcher (completed) <勇気+10>
			Move to the armored tank's operations room
			Depart for Dragon Palace Temple

CHECK 30

[Base] Capital Gran-Trad

Date	Day	Time	Action
10/20 Rest		Daytime	Free Action
			Head to the Twelve Zodiacs Divine Platform in the City of辰祝
			Battle "The One Who Devours the Souls of All People" (P.261)
			Quest The Essence of Power (Completed)
			Return to the city
		Night	—
10/21 Tue		Daytime	Fight your way through the Arena's advanced consecutive matches, "Monsters at the End," and win 30 in a row <Courage +10>
		Night	Free time
10/22 Wed		Daytime	Free time
		Night	Free time
10/23 Green		Daytime	Free time
		Night	Free time
10/24 Iron		Daytime	Free time
		Night	Free time
10/25 Rest		Daytime	Free Activity
		Night	At night, talk to the Supporters in the city (P.065)
10/26	Fire	Daytime	Depart for the Fear King's Star
			Advancing through the Demon King Star (P.360)
			Battle Servant of the Demon King, Gorléo (P.239)
			Battle Servant of the Demon King Avades (P.239)
			Battle Servant of the Demon King Butera(P.239)
			Battle Servant of the Demon King Jarzō (P.239)
			Battle Servant of the Demon King Sabara(P.240)
			Battle Servant of the Demon King Marugo (P.240)
			Battle Demon King Louis Caladrius (P.241)
		Night	Battle Moa (P.241)
			Battle 怒 Face, Joy Face, Smile Face (P.242)
			Battle Ruin 王 Caladrius (P.243)
			Quest Save this country's future (End)
11/05 Off Noon			Event Coronation Cere
12/35 Day off			Head to the Cathedral while talking with people in town during the day

CHECK 31

CHECK 32

CHECK 33

CHECK 30 Prepare a dish for weather control

The Tower of Arrogance and the Tower of Blind Faith, which you will visit from the following day onward, are affected by bad weather, so you'll want to have Edin control the weather before heading there. Buy "Trottoro" at the capital's butcher, or gather the ingredients for the "Omnipotent Golden Pot" (P.075) on this day and make it while traveling.

CHECK 31 How to spend your free time

How you spend your time until 10/25 is up to the player. Of course, strengthening your party and Archetypes for the final battle is one option, but it would also be good to travel around and enjoy events you haven't experienced yet. Since there is a week, you can also enjoy the hot springs, whose contents change depending on the day of the week, You can enjoy them. Take care of everything you still have left undone.

Rather than that, I want to enjoy this title to the fullest, not just spend all my time preparing for battle. There is still plenty left to do. Final There are inte
You'll want to savor it to the fullest.

CHECK 32 If you leave your servant unattended

If you proceed without defeating a single one of the Demon King's servants, you can fight Caladrius in his true power. If you win, you can obtain the trophy "The Ruin of the Ruin King," but the challenge is extremely difficult. If you're going to take it on, check the action patterns in advance

and prepare thoroughly in advance (P.506).

The Demon King's servants will eventually
If you intend to, wipe them out
and move on. If you're aiming for
a normal clear, up to the Ningen you have fought so far
from there, head to the deepest area.

CHECK 33 Challenge for the Second Playthrough

Even after reaching the ending on your first playthrough, you cannot obtain all of the trophies. Defeat the Crimson Dragon of Revelation on your second playthrough and aim for a complete clear. The steps to encounter the boss and how to fight it are covered in the Mission Walkthrough (P.244).

EXTRA

Defeat the True Caladrius!

Alongside the Crimson Dragon of Revelation, the fully awakened Ruin King Caladrius is one of the strongest bosses in this game. Here, we offer advice for defeating this formidable enemy.

The strongest-class enemy: What is the true Caladrius?

The true Caladrius is the Ruin Caladrius, Second Form, encountered when confronting it without defeating a single "servant" deployed on the Fear Star. Each parameter rises to the highest class, making it a vicious enemy that unleashes powerful skills repeatedly. In particular, "High Pressure," "Foundation of Race Unification," and "A World to Be Culled" make it difficult to fight properly unless you have countermeasures. Note that defeating Caladrius in this state is a condition for obtaining the trophy (P.106).

Features of Ruin Caladrius, Second Form

◎ Race of LV90: Ningen
・HP:80000
● Has 8 press icons
◉ Possesses many skills
◉ Acts to remove allies' buffs and its own debuffs
◎ Infliction rate of Anxiety is 100%

Skills to watch out for in particular

Skills	Overview
High Pressure	Reduces the next ally turn's press icons by -3. Used at the start of the turn, once every 3 turns
Foundation of Race Unification	Specifies a particular race. On the next turn, the specified race in "Race to be Eliminated" is instantly killed. Used at the start of the turn, once every 5 turns
A world that culls the weak	From the following turns onward, if the conditions for infliction are met, inflict Anxiety with a 100% chance. Use it first on turn 1.
Overflowing Fear	"Great Reset" count +1. On the turn after the count reaches 3, use the almighty magic "Great Reset," which has extraordinarily powerful damage.

Preparation before battle: Party and Archetype section

In a long battle against the true Caladrius, recovery will no longer keep up. For that reason, we want to settle the fight in a short decisive battle. The choices are Strohl equipped with Royal Fighter, Junah equipped with Royal Masked Dancer, and Heismay equipped with Dragoon. Strohl will serve as the high-damage attacker, while the other two will take roles that support the battle.

Strohl will be the main attacker, and the protagonist will be the sub attacker, so inherit skills accordingly. If you have not learned "Revenger" or "Short Range Booster," make up for it with "Front Booster" and the like. Be sure to inherit "Bidalda" to Junah and Heismay. For the remaining slots, it is good to inherit skills such as "Jester's Prank." The assumed clearing level for this article is an average LV78. Also, for Archetype mastery rate, everyone except the protagonist is assumed to be around 40%.

Party formation and inherited skills

Character	Formation	Archetype	Inherited skills			
Protagonist party	Front row	Prince	Almighty Booster	Short Range Booster	Revenger	Magic Fusion
Stroh	Front Row	Royal Fighter	Slash Booster	Short Range Booster	Revenger	Magic Fusion
Heismay	Back row	Dragoon	Vidalda	Lesson in Agility	Defense Mastery	Mind's Eye
Junah	Back row	Royal Masked Dancer	Jester's Prank	Vidalda	Well of Magic Power	Magic Link

Preparation before battle: Equipment and items

It is standard to equip everyone with the "Handbook of Rationality," but Stroll must definitely be equipped with the "Longing Greatsword." It comes with the drawback of tripling the MP cost of synthesis, but in exchange, this weapon doubles the power of synthesis, which is the key this time. If possible, I want to prepare the "King of Kings" and the "Supreme Crown." The former gives everyone immunity to anxiety, while the latter increases the number of press icons by +1 each turn, making battles easier.

Use consumable items to remove enemy buffs, ally debuffs, and recover HP. In particular, keep plenty of items that fully restore MP, such as "Magic Dragon Blood" and "Complete Magic Food." Also make sure to prepare at least two "Sublime Spoonfuls," which increase Press Icons.

Equipment I want to prepare

Character	Weapons	Body armor	Secondary Armor	Accessories
Protagonist	(The most powerful weapon at this point)	(The most powerful armor at this point)	Ruri Light Gloves	Rationalist's Guidebook
Strohl	Longsword of Longing	Armor of the Three Dragon Pillars	Benkei's Greaves	Rationalist's Guidebook
Heismay	(The most powerful weapon at this point)	Hero's Breastplate	World Tree Crown	Rationalist's Guidebook
Junah	(The strongest weapon at this point)	(The strongest armor at this point)	(The strongest sub-armor at this point)	Rationalist's Guidebook

Tactics for Defeating Enemies

First, you need to defeat the Destruction King, Caladrius, in his first form. For the basic strategy for the first form, refer to the mission walkthrough (p. 242). Also, at this point, even if you take damage, try not to recover Strol's HP alone as much as possible. This is so that the weakened Strol can receive the effects of

"Revenger." Once he changes to the second form, first have Heismay use "Vidalda," Junah use "Masquerade Charge," and the pro The protagonist uses "Heroic Shout." Stroll should increase his attack power with "Mind Unification." On the second turn, attack with Hiazame's "Crazy Bullet," Juna's "Magic Dragon Blood," the protagonist's "Supreme Spoonful," and Stroll's "Rock-Splitting Peerless Sky Slash." After that, if Hiazame repeats "Crazy Bullet," Juna repeats "Masquerade Charge," the protagonist repeats "Supreme Spoonful," and Stroll repeats "Rock-Splitting Peerless Sky Slash," you should be able to defeat it without much trouble.

⬆ Strohl, equipped with the Great Sword of Longing, affected by "Revenge" The damage dealt by "断岩無双烈空斬" unleashed by it is devastating.

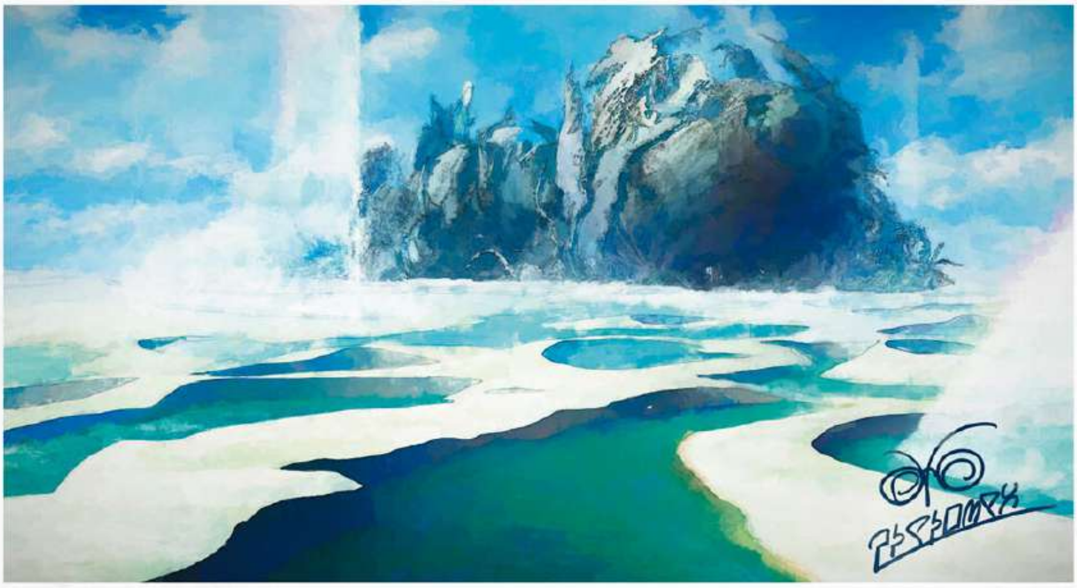
⬆ Increases Press Icons. "A Spoonful of the Sublime" is an important dish that supports this tactic. Save it as much as possible along the way, and use it all here.

How to fight if you can't prepare "A Spoonful of the Sublime"

Because "A Spoonful of the Sublime" is a precious consumable item, it may be the case that you have none at all, depending on your playthrough. In that case, the battle will be a bit long, but you will need to adopt a different strategy. First, make Hyzame a Royal Thief and let him inherit "Knight's decla ration" to draw attacks toward you, then dodge them and steal Press Icons with the effect of "Soul of the Noble Thief." The protagonist's main role will be healing and using "Dekaja" and "Dekunda." The other two members' actions will basically remain the same, but recover HP and status ailments as needed depending on the situation.

Nueras’s Scenic Illustration Gallery

Tree of Prophecy

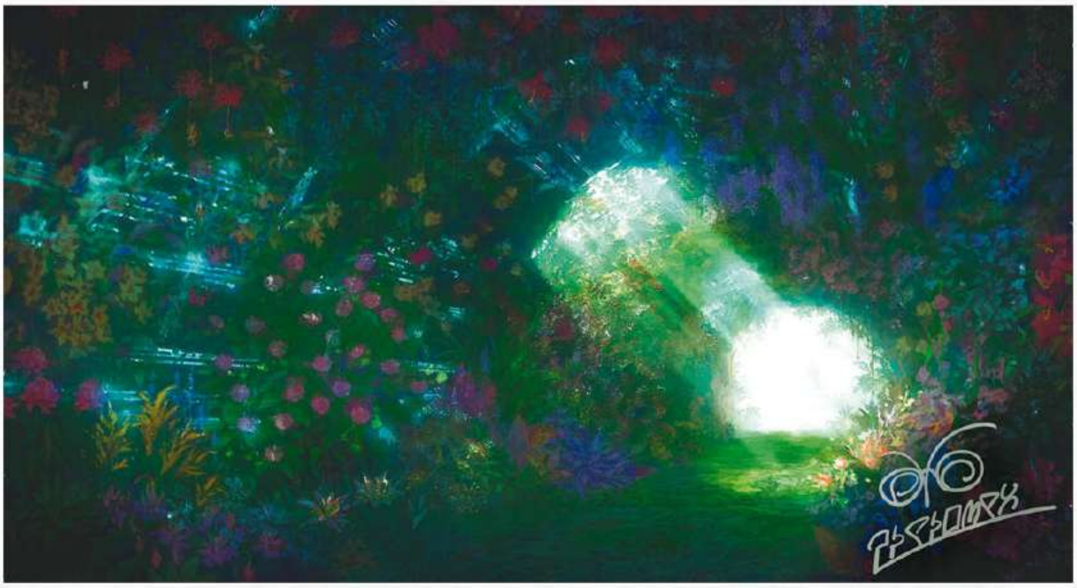


White Night Desert

Town Reduced to Ruins

Great Waterfall of the Strange Idol

Towering seawall



Cave of the Plant Circuit

A vividly colored sea

Colerodio Cliffs

Vast Graveyard

The Intersection of Autumn and Winter

Withered Heritage

Maribero Quarry

METAPHOR
RE
FANTASY

Metaphor: ReFantazio OFFICIAL PERFECT GUIDE
Metaphor: ReFantazio Official Perfect Guide

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